



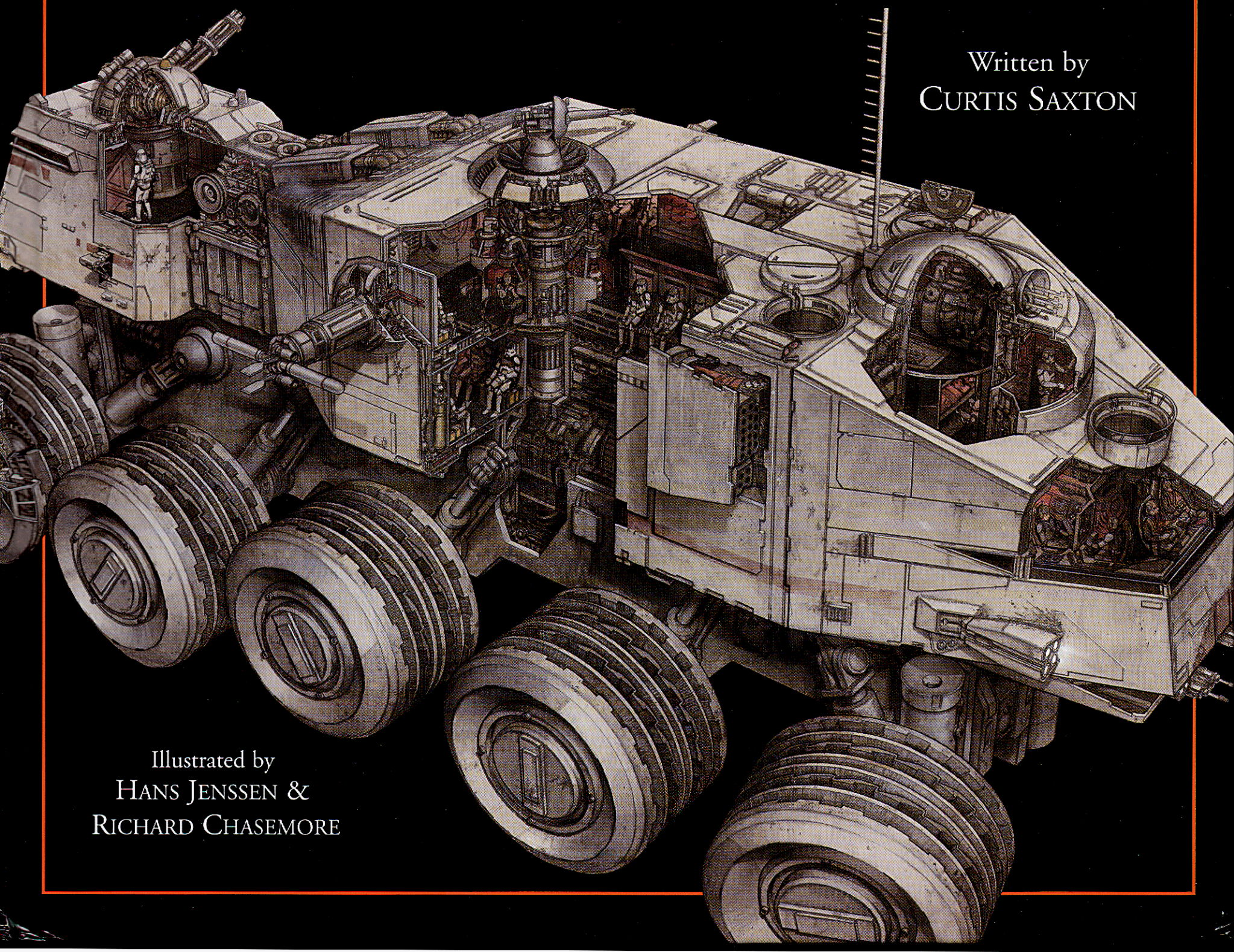
# STAR WARS®

## REVENGE OF THE SITH

### INCREDIBLE CROSS-SECTIONS

THE DEFINITIVE GUIDE TO THE CRAFT FROM *STAR WARS: EPISODE III*

Written by  
CURTIS SAXTON



Illustrated by  
HANS JENSSEN &  
RICHARD CHASEMORE



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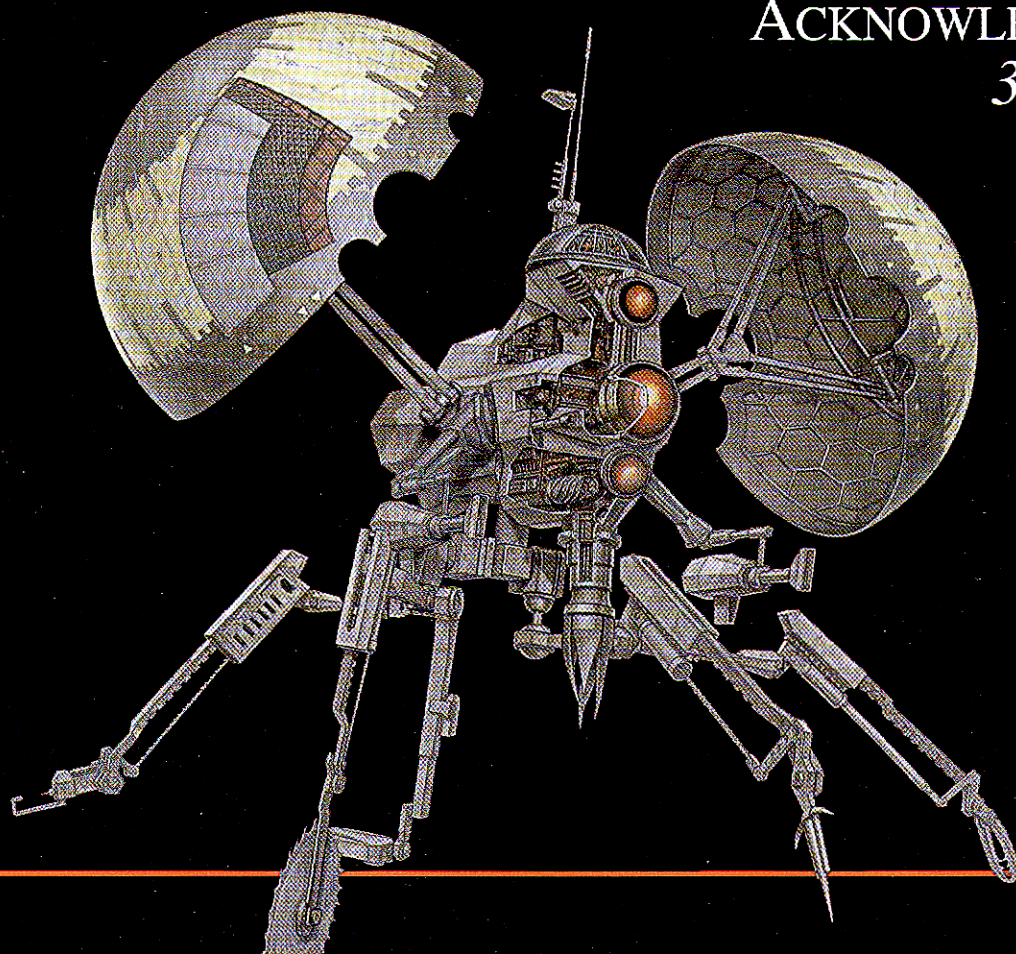


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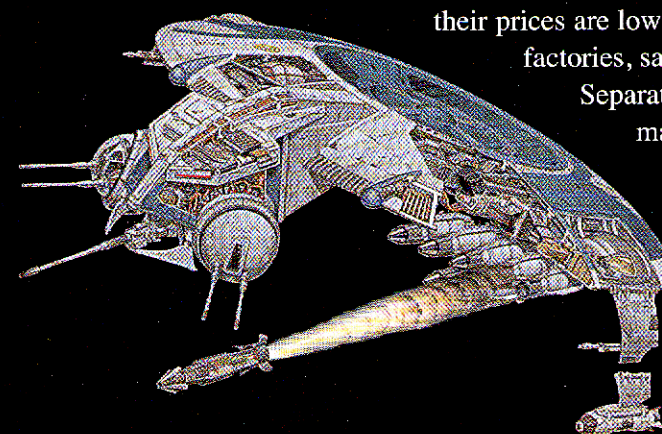
# INTRODUCTION

THE CLONE WARS have escalated into a cataclysmic conflict, thousands of times vaster than the opening battle on Geonosis. Most of the Republic's Jedi Knights and clone troops are engaged in desperate campaigns across the galaxy. The Separatist movement, now known as the Confederacy of Independent Systems, is encircling the crumbling Galactic Republic, building strongholds in weak Outer Rim sectors and advancing ever-nearer to the star systems of the Galactic Core. However, neither side is aware that their leaders are secretly in league with each other. The Republic's Supreme Chancellor Palpatine is really the Sith Lord Darth Sidious, and his apprentice is Darth Tyranus, otherwise known as Count Dooku, the leader of the Separatists. Sidious is merely playing for time until he is ready to replace Tyranus with a new, more powerful apprentice, who will help him to achieve his ultimate aim: utter subjugation of the galaxy under Sith rule and the formation of a merciless new order—the Galactic Empire.

## TECHNOLOGY

### CONFEDERACY OF INDEPENDENT SYSTEMS

Separatist vehicles are financed by business powers such as the Trade Federation, InterGalactic Banking Clan, and Techno Union. These organizations source war machines with integrated droid brains from the most savage and unpredictable alien manufacturers, including Colla Designs, Phlac-Arphoc Automata, and Baktoid Industries. The design of these weapons-laden vehicles often reflect the manufacturing species' fearsome physical appearances, such as the menacing, insectoid shape of Phlac-Arphoc's droid gunship. As few organizations choose to do business with these intimidating armorers, their prices are lower than regulated factories, satisfying the Separatist powers' guiding mantra of cost-savings and profit maximization.



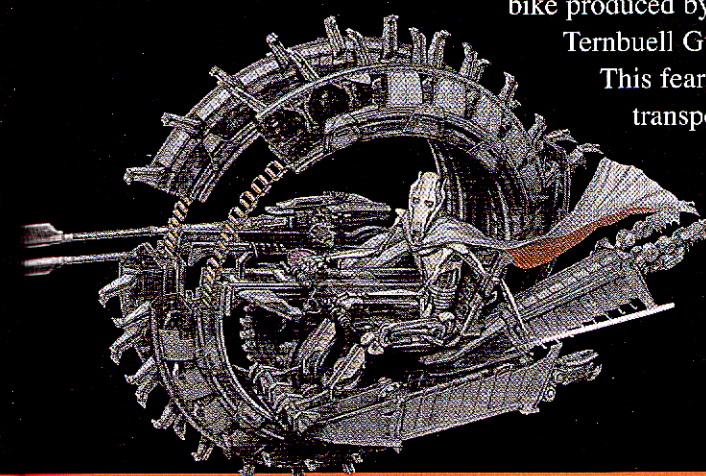
### GALACTIC REPUBLIC

The teetering government of the Galactic Republic desperately spends its waning wealth on grand armies and fleets to defend its territorial unity. New, agile starfighters such as Kuat System Engineering's Jedi Interceptors and Incom/Subpro's ARC-170s and V-wings, enable the Republic to counter the Separatist threat. Powerful Kuat-designed Venator-class Star Destroyers function as starfighter-carriers for the valiant Jedi and clone pilots. In the years to come, Kuat will secure lucrative contracts for the new Imperial Starfleet. Defectors from Incom, sickened by the Empire's oppressive brutality, will secretly build X-wing fighters for the Rebel Alliance.



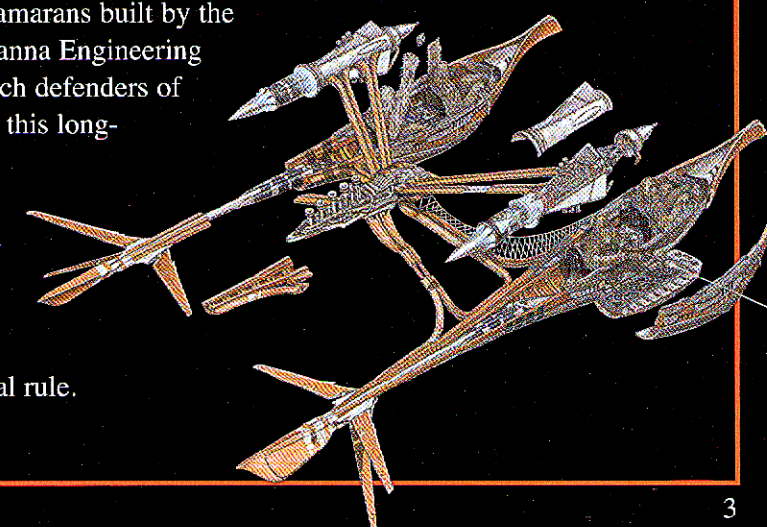
### SPECIALIZED VEHICLES

Separatist warlords and other powerful, wealthy individuals often commission specialist manufacturers to create personalized vehicles to meet very specific requirements. The cyborg General Grievous, commander of the Confederacy's droid armies, has a range of lethal and highly effective customized transports that enable him to lead his troops into battle in any environment. On Utapau he uses a modified wheel bike produced by the Z-Gomot Ternbuell Guppat Corporation. This fearsome, high-speed transport, equipped with a powerful double laser cannon, enables Grievous to negotiate the planet's rocky terrain with ease.



### NATIVE TECHNOLOGY

The Clone Wars have created chaos and increased restrictions on business. This has forced many worlds to become reliant on their own self-made vehicles. The Utapauans fly tough, well-armed P-38 starfighters manufactured by the planet's Buuper Torskil Abbey Devices company. The Wookiees of Kashyyyk defend their homeworld against Separatist invasion using speedy, jet-propelled catamarans built by the native Appazanna Engineering Works. Staunch defenders of the Republic, this long-lived species of dedicated Loyalists will be repaid with their enslavement under Imperial rule.





# STAR DESTROYER-*VENATOR* CLASS

THE GALACTIC REPUBLIC'S new *Venator*-class Star Destroyer is fast enough to chase down blockade-runners and big enough to lead independent missions such as the liberation of Utapau. A flotilla of these medium-weight, versatile multi-role warships can blast through the shields of a Trade Federation battleship with ease. The hangars of the *Venator*-class are much larger than older Star Destroyers like the *Victory*-class, and can support hundreds of fightercraft. The ship is also capable of planetary landings as a military transport and can be an escort for battleships in the Republic armada. However, the primary function of the *Venator*-class is its role as a fighting ship and starfighter carrier, making it a firm favorite with Jedi fighter aces.

## DATA FILE

**Manufacturer:** Kuat Drive Yards

**Make:** *Venator*-class Star Destroyer

**Dimensions:** length 1,137 m (3,729 ft); wingspan 548 m (1,797 ft); height (in flight) 268 m (87.9 ft)

**Max. acceleration (linear, in open space):** 3,000G

**Hyperdrive:** class 1.0; 60,000 light year effective range

**Crew:** 7,400

**Armament:** 8 heavy turbolaser turrets; 2 medium dual turbolaser cannons; 52 point-defense laser cannons; 4 proton torpedo tubes; 6 tractor beam projectors

**Complement:** 192 V-wing fighters; 192 Eta-2 *Actis* Interceptors; 36 ARC-170 fighters; 24 military walkers; 40 LAAT/i (Low Altitude Assault Transport/infantry) gunships; miscellaneous shuttles

*Venator* typically holds 36 ARC-170 fighters

LAAT (Low-Altitude Assault Transport/carrier) air carrier

Eta-2 *Actis* Interceptor

LAAT/i (Low-Altitude Assault Transport/infantry) gunship can deploy when ship is in atmospheric flight

ARC (Aggressive Recon)-170 fighter on hangar approach

Dorsal doors—powerful deflector shields also protect the ship's interior

Bow tractor beam projector

Tractor beam generator

Crewed areas

AT-TE (All Terrain Tactical Enforcer) walker

*Open Circle* armada's emblem

Flight deck runs parallel to dorsal ridge

Standard complement includes 192 V-wings

Atmosphere containment shield projectors line door

Hangar command post

Fighter and vehicle hangars

Local shield generator

Medium dual turbolaser

Atmosphere ducts

Ventral docking bay (on the initiative of General Skywalker, some *Venator*-class ships feature additional SPHA-T laser cannons here to increase ventral firepower)

Hull scarring caused by direct impact from a crashing Separatist tri-fighter

## CARRIER ROLE

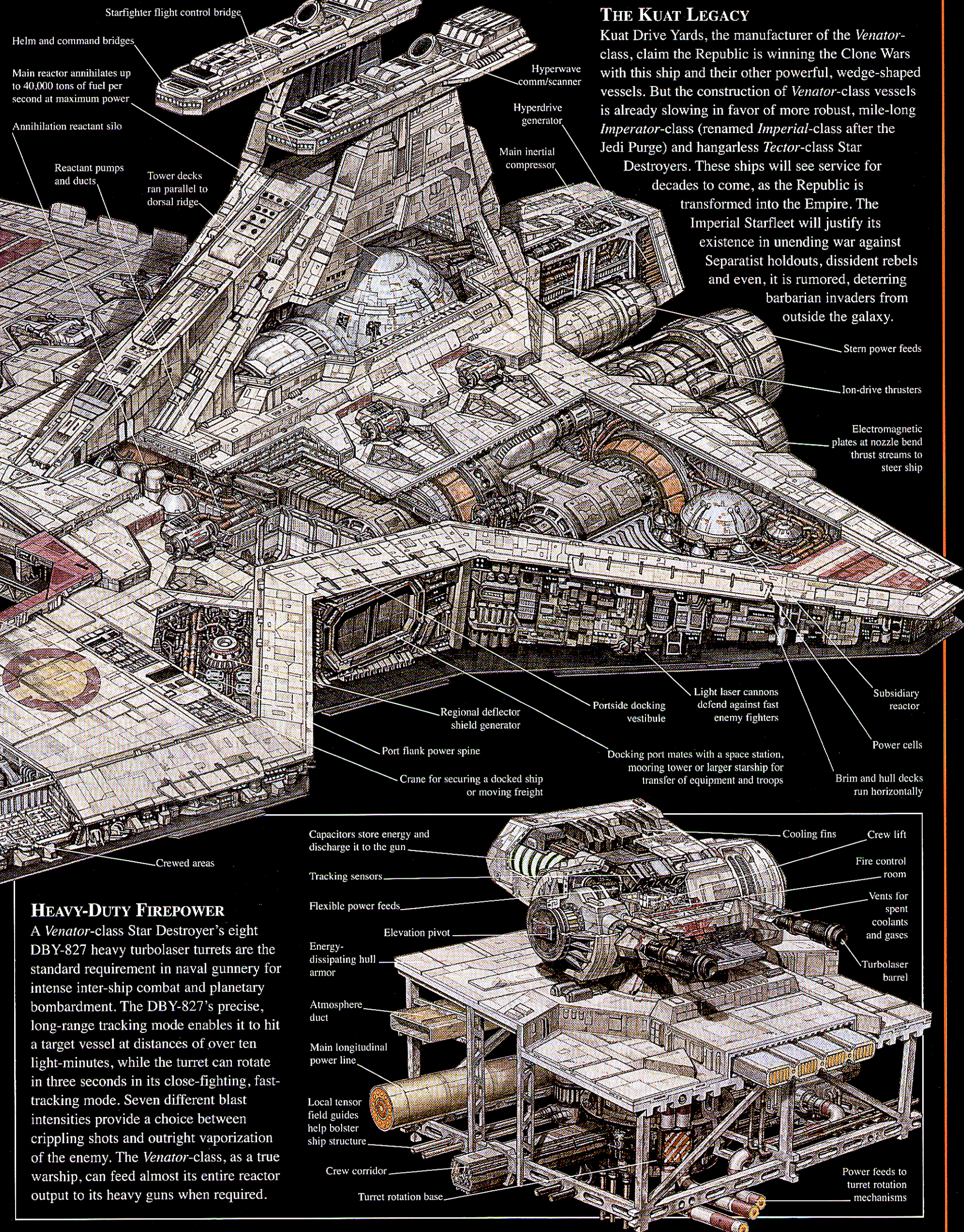
The long dorsal flight deck of the *Venator*-class enables hundreds of starfighters to launch rapidly. The slow opening and closing of the deck's armored bow doors, however, can leave the vessel vulnerable. This weakness is compensated for by strong deflector shielding around the deck's entrance, but the design flaw will be eliminated in future Star Destroyers.

## HEAVY-DUTY FIREPOWER

A *Venator*-class Star Destroyer's eight DBY-827 heavy turbolaser turrets are the standard requirement in naval gunnery for intense inter-ship combat and planetary bombardment. The DBY-827's precise, long-range tracking mode enables it to hit a target vessel at distances of over ten light-minutes, while the turret can rotate in three seconds in its close-fighting, fast-tracking mode. Seven different blast intensities provide a choice between crippling shots and outright vaporization of the enemy. The *Venator*-class, as a true warship, can feed almost its entire reactor output to its heavy guns when required.

## THE KUAT LEGACY

Kuat Drive Yards, the manufacturer of the *Venator*-class, claim the Republic is winning the Clone Wars with this ship and their other powerful, wedge-shaped vessels. But the construction of *Venator*-class vessels is already slowing in favor of more robust, mile-long *Imperator*-class (renamed *Imperial*-class after the Jedi Purge) and hangarless *Tector*-class Star Destroyers. These ships will see service for decades to come, as the Republic is transformed into the Empire. The Imperial Starfleet will justify its existence in unending war against Separatist holdouts, dissident rebels and even, it is rumored, deterring barbarian invaders from outside the galaxy.





## EQUIPPED FOR DANGER

The ARC-170's characteristic split transverse wings unfold and splay to expose the heat sinks and active radiators which aid the fighter's shielding and thermal stability during battle or hot pursuit. The heavy nose section houses a diverse and sensitive array of long-range sensors, scanners, and jammers, ideal for dangerous scout missions. The ship resembles other Incom and Subpro fighting craft commonly used by Republic forces in the Rim. Notable cousins include the heavier PTB-625 and NTB-630 planetary and naval bombers, as well as the lighter, popular one-man Z-95 Headhunter fighter (which will lead to a successor, the T-65 X-wing).

The ARC-170's deflector shields disperse the heat generated by air resistance in atmospheric flight, enabling the craft to reach hypersonic speeds.

Heraldic emblem awarded to Kenobi's and Skywalker's fleet

Cannon diagnostic wiring

Cooling ducts for laser cannon

Power cables to laser cannon

Torque field currents spin-align and concentrate the blaster beam's energy

Muzzle can internally tilt the beam a few degrees off-axis for precise aim

Layers of superconductor and nano-ducts for tibanna coolant

Powerful oscillations of unified energy fields build beam intensity inside the resonance chamber

Sturdy structural casing

Dorsal tail cannon  
Hyperdrive  
Power feed to hyperdrive  
Ventral tail cannon  
Thrustor nozzle  
Ion acceleration chamber  
Fuel tanks  
Cooling vents

R2-series astro-droid

Gunnery controls

Copilot/forward gunner

Coolant ducts

Pilot is a veteran Fett clone, but newer lineages are bred from proven ace pilot recruits

Steps

Front deflector shield projectors

Power feed to deflectors

Forward repulsorlift

Power trunk leading back to generators

Closed louvres over retro-thrusters

Waste heat sink

Radiator surface

Winglets open for efficient heat disposal to cool weapons and engines during combat

Targeting rangefinder

Recharge port

Maintenance cover

Flight computer

Communications and sensor processor

Jamming device

Gamma-ray imaging spectrophotometer

Thrustor

Long-wave antenna

Starboard passive sensor

Forward landing gear

Dedicated energy receptor

Headlight

Active scanner modules

## V-WING FIGHTER

One of the newer and more numerous fightercraft defending the Galactic Republic, V-wings are sharp, compact support ships deployed in epic fleet actions or in defense of fortress worlds. Launched in furious swarms from the Republic's carriers and warships, these fast, agile starfighters are frustratingly elusive targets and their swivelling twin laser cannons make them surprising and deadly opponents. V-wings are piloted by a single clone trooper backed up by an independent Q7-series astromech droid. Like many models mass-produced for Loyalist forces, V-wings are too compact for a hyperdrive, but carry a powerful reactor and use two vertically placed ion drive thrusters for astonishingly fast pitch-turns.

Radiator panels aid heat disposal during intense activity

Spherical Q7-series astro-droid copilot aids navigation and in-flight maintenance

Sealed flightsuit equips pilot for possible ejection

Comm/scan processors

Forward sensors

Laser cannons swivel on wing hubs

Laser cannon capacitors and power feed

Repulsorlift vanes

Reactant tank

Shield-projector units

Wing radiators unfolded in flight position

Power lines to shield projectors

## DATA FILE—ARC-170 STARFIGHTER

**Manufacturer:** Incom/Subpro

**Make:** ARC-170 (Aggressive Reconnaissance starfighter)

**Dimensions:** length 14.5 m (47.5 ft); wingspan 22.6 m (75 ft); height 4.78 m (15.7 ft)

**Max. acceleration (linear, in open space):** 2,600G

**Max. airspeed (in standard atmosphere):** 44,000 kph (27,341 mph)

**Hyperdrive:** class 1.5; 5,000 light-year range

**Consumables:** 5 days air

**Crew:** 3 (pilot/copilot/gunner); 1 astromech droid

**Armament:** 2 medium laser cannons; 2 aft laser cannons; 6 proton torpedoes

## DATA FILE—V-WING STARFIGHTER

**Manufacturer:** Kuat Systems Engineering

**Make:** Alpha-3 *Nimbus* "V-wing" starfighter

**Dimensions:** length 7.9 m (26 ft); width 3.8 m (12.5 ft); height with open wings 5.84 m (19 ft)

**Max. acceleration (linear, in open space):** 4,800G

**Max. airspeed (in standard atmosphere):** 52,000 kph (32,312 mph)

**Hyperdrive:** none

**Consumables:** 15 hours air

**Crew:** 1 pilot and 1 astromech droid

**Armament:** 2 twin laser cannons

## BEST OF THE BRAVE

The Open Circle fleet, led by Generals Kenobi and Skywalker, carries thousands of ARC-170s and other fighters that have endured harrowing months of continual war in the cruel Outer Rim sieges. Amongst the most experienced of ARC-170 squadrons is Squad Seven, a disciplined team of veteran aviators known for their unwavering courage. Squad Seven are clones of Jango Fett, the bounty hunter who was the genetic model for the first clone troops. However, an increasing number of units are formed from rigorously selected volunteers. Over the coming years, the most accomplished volunteer aces will be honored as stock for new clone lineages, and distinguished with all-black dress uniforms.

# ARC-170 FIGHTER

**R**UGGED AND DURABLE, the ARC-170 (Aggressive Reconnaissance) fighter is designed to undertake the loneliest, independent, manned patrols or daring raids, as it penetrates deeply into hostile sectors. With its inbuilt hyperdrive and capacity for a droid navigator, this long-range craft is built for days of unsupported interstellar missions, which vitally extends the reach of the Jedi and their starfleet beyond warships and carrier-dependent fighters. The ARC-170's main laser cannons are uncommonly large and blazingly effective against larger opponents. Robust armor, shields, and tail guns improve the odds of survival when the ship is surrounded by dozens or even hundreds of light, evasive droid fighters. When they're piloted into battle amid agile V-wings and Jedi Interceptors, the heavy-punching ARC-170 squadrons complete a formidable strike-force mix.



## JEDI DARING

By shunning protective flight-suits, Anakin and Obi-Wan set a brave example to inspire their clone pilots. A small breach in the canopy or ejection into space would spell certain death. Leading from the front has killed many Jedi in the last two years. However, the remaining Jedi assert that exhibiting a fighting spirit and leading directly are an unbeatable combat advantage. The stubborn survival of the Loyalists in the fight against ever greater droid forces may prove that "size matters not" indeed.

Exposed inner surfaces or radiator

Headrest

Canopy hinge

Heat exchanger

Stowage space

Life-support components

High-power reactor

Kill markings, equivalent to tri-fighter squadron

Flight control connections

Acceleration compensators

Stern landing pad

Electrostatic plates around thruster nozzles

Electromagnetic vectoring deflects thrust stream by up to 30 degrees for versatile steering

Ion impulsion chamber accelerates invisible, diffuse particle stream up to near-light speeds

Minimal repulsorlift projectors used for taking off and landing

Double arc emblem celebrates Republic fleet under Kenobi and Skywalker's leadership

Coolant feeds between radiators and heat exchanger

Starboard power cell

Exposed area is potential target for buzz droid sabotage

Superficial wing armor

Expansive viewports provide maximum all-round visibility

Flight controls

Spacious cockpit

R2-D2 acts as copilot or helps lock onto targets

Monitors

Joystick

Reduced form of Jedi Bendu-inspired emblem used in Unification Wars that formed the Galactic Republic over 25,000 years ago

Long barrel provides amplified yield and exceptional range

Laser cannons fire glowing, strobing beams of massless energy

Starboard bow landing pad

Lid over pop-up headlight  
Hydraulic rams actuate landing gear

Emergency toolkit

Ion cannon fires plasma bursts causing electric disruption to target

Energy capacitors

Hidden outer radiator surface

Radiator wings open during intense dogfight action

## AGILE ADVERSARY

In the last battles of the Clone Wars, some Jedi Knights fly one of the lightest, most agile fighters designed in millennia. Hardly larger than the average airspeeder, the Eta-2 *Actis* Interceptor enjoys superior speed and maneuverability compared to the already tiny Delta-7 *Aethersprite*. Compacting a fighter's intense power into a tiny hull made overheating a challenge—which was met by an extensive system of heat sinks, pumps, and radiator wings. The Interceptor's large laser cannons fire intense beams, but its modest capacitors limit continuous fire—though this is not usually a handicap for Jedi pilots, who rarely waste a shot.

# JEDI INTERCEPTOR

RACING HOME FROM the brutal Outer Rim sieges to rescue the kidnapped Supreme Chancellor Palpatine, Obi-Wan Kenobi and Anakin Skywalker waste no time scrambling to their fighters. Leading the Republic's aerial forces in their Jedi Interceptors, they flit through the battle-zone with imp-like agility. Their spacecraft's compact design is suited to the Force-assisted tactical abilities of Jedi pilots—heavy flight instruments, sensors, and shields are unnecessary. Over the last three years, the distinctive Interceptor profile has become a symbol of authority and hope for the Republic's clone forces, and a frustrating apparition to the Separatists.

## DATA FILE

**Manufacturer:** Kuat Systems Engineering, subsidiary of Kuat Drive Yards (fighter); TransGalMeg Industries Inc. (hyperdrive ring)

**Make:** Eta-2 *Actis* Interceptor; Syliure-45 hyperdrive module

**Dimensions:** length 5.47 m (18 ft); width 4.3 m (14.1 ft); height with open wings 2.5 m (8.2 ft)

**Max. acceleration (linear, in open space):** 5,200G

**Max. speed (in standard atmosphere):** 15,000 kph (9,321 mph)

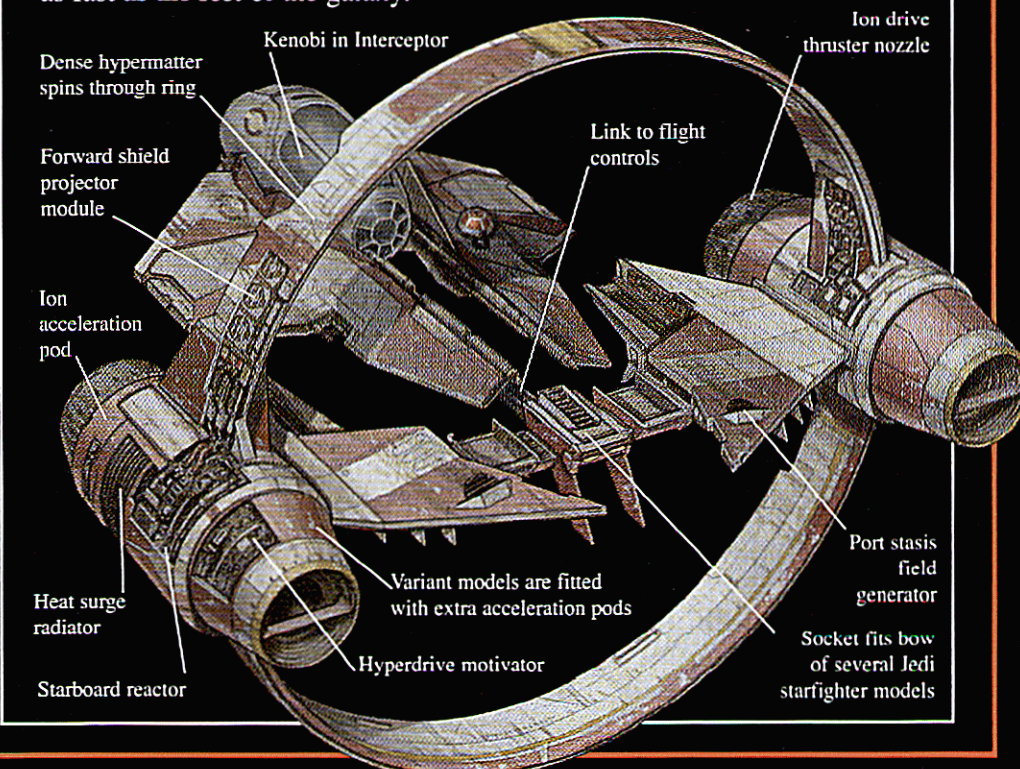
**Crew:** 1 pilot and 1 astromech droid

**Shields:** none

**Armament:** two dual laser cannons; 2 secondary ion cannons

## HYPERDRIVE BOOSTER

Many Jedi starfighters are too small to safely contain a hyperdrive, so the ships must connect to an external booster ring. Usually powered by twin reactors and ion drives, the ring contains "hypermatter," providing ballast for the attached starfighter during the jump to hyperspace. When traveling at hyperspeed, shields protect the ship and booster against potentially fatal collisions with interstellar gas and dark particles, while stasis fields slow the passage of onboard time, so that the pilot ages only as fast as the rest of the galaxy.





# TRI-FIGHTER

**C**UNNING AND EERILY determined, droid tri-fighters are frightening new defenders of the Separatist battle fleets. These fast, agile space-superiority fighters are built to excel in dogfighting. Equipped with more advanced droid brains than common Trade Federation Vulture droid fighters, tri-fighters pose a challenge to even the best living starpilots. They may be outrun by high-speed Jedi Interceptors, but they are bulkier and more heavily armed, which makes them a force to be reckoned with.

## COLICOID DESIGN

The tri-fighter's fearsome appearance and predatory programming is the work of the Colicoids—the creators of the Trade Federation's droideka heavy infantry. The ridged, three-armed design is based on the skull features of a terrifying prehistoric predator native to the planet Colla IV. Three independent thrusters give the craft its agility, and a powerful reactor and control/comms transceiver provide unusual range for a droid fighter.

Crafty and aggressive droid brain surrounding nose cannon's capacitor

Six re-arranged triangles from the Confederacy emblem signify the tri-fighter's squadron

Radiator surface

Repulsorlift aids flying over planetary surfaces

Reactor's magnetic confinement elements

Nose laser cannon is fixed in place

Barrel cooling blades

Right-eye photoreceptor

Discharge unit

Target scanner

Rotating frame holds reactor ball

Main reactor core

Wing laser cannons can fire together or independently (cannon can tilt or slide on rail slightly to improve its deadly converging aim)

Support clamps lock cannon in place if fighter is firing while flying a twisting course

Cables from power cells to weapon capacitor

Continually charging capacitor feeds the laser cannon's rapid bursts of fire

Sturdy internal frame

Fuel tank

Propellant delivery

Power and propellant regulation computer

Chain of power cells line inside of wing

Ionization reactor

Initial ion acceleration chamber

Electrodes

Secondary accelerator adds spin to ion stream

Particle stream exits thrust nozzle at near-light speed

Heat sinks grille inside radiator fin

Sensitive communications dish maintains a strong fix on mothership signal

X- and gamma-ray cluster

Cooling radiator

Missile carrying special payload of lethal saboteur buzz droids

Thin panelled segment exposes fuel enough to emit excess radiation

## DATA FILE

**Manufacturer:** Colla Designs and Phlac-Arphoc Automata Industries

**Make:** space superiority starfighter

**Dimensions:** length 5.4 m (17.7 ft); wing diameter 1.96 m (6.4 ft); width 3.45 m (11.3 ft)

**Max. acceleration (linear, in open space):** 3,600G

**Max. airspeed (in standard atmosphere):** 37,000 kph (22,990 mph)

**Hyperdrive:** none

**Crew:** integrated droid brain

**Armament:** 1 medium laser cannon; 3 light laser cannons; 2-6 buzz-droid missiles

Homing and guidance instruments

Heat exchanger

Droid dispenser ram

Reactor

Instrumentation heat sink/radiator

Dormant buzz droids

Fuel pods (empty within two minutes of launch)

Waste gas outlet

Stabiliser fins maintain course in atmospheric flight

Thruster can accelerate beyond 10,000G and tilt for tight turns

## BUZZ DROID MISSILE

## CONFEDERACY BUZZ DROID

During the Battle of Coruscant, Confederacy tri-fighters defend General Grievous's stricken flagship by harassing Jedi attackers with special new ordnance. Launched from modified tri-fighters and other vessels, these guided buzz-droid missiles are lethal, and able to outturn and outrun nearly any manned starship. But their aim is not a direct kill. Instead of detonating on impact, the missile delivers a swarm of buzz droids: mechanical gremlins expertly programmed in the fine arts of technological sabotage. Tiny maneuvering thrusters and a protective, shielded shell enable the buzz droid to slip through a target ship's shields and onto its hull. Once "hatched," each buzz droid deploys an array of graspers and cutting tools to cause the maximum damage. Each buzz droid's brain is loaded with the design schematics of a vast range of starships and military targets, enabling it to identify weak points. It is these highly effective attackers that succeed in crippling General Kenobi's Jedi Interceptor.

Protective layers absorb heat and impacts

Hull cut-aways allow droid's photoreceptor "eyes" to see during flight

Four tiny sublight thrusters help droid steer onto its prey

Miniature reactor primed for self-destruct

## BUZZ DROID

Hook appendage

Circular saw

Magnetic footpad helps droid cling to hull

Plasma cutting torch

Communications antenna for remote control and coordinating attacks with other buzz droids

Heat dissipating layer helps passage through target-ship's shields

Shock-absorbing outer shell

Aggressive droid brain loaded with target-ship schematics and a destructive attitude

Subsurface radiator

Sensory processors

Main eye with multiple lenses and filters

Secondary eyes aid spacial awareness

X-ray sensor

Pincer

Actuator

Extendable probe can invade computers and control systems

Drill head

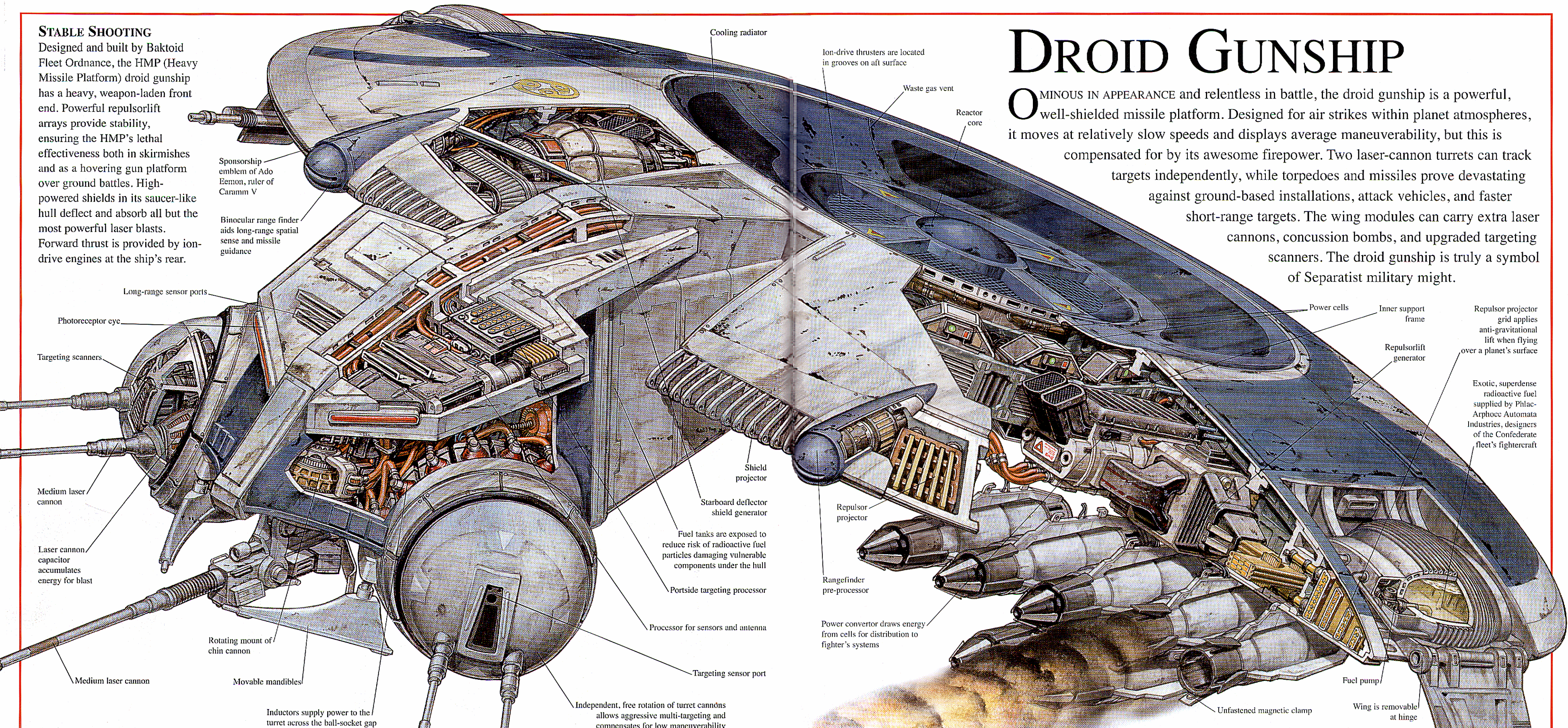
Puncture and cutting tool



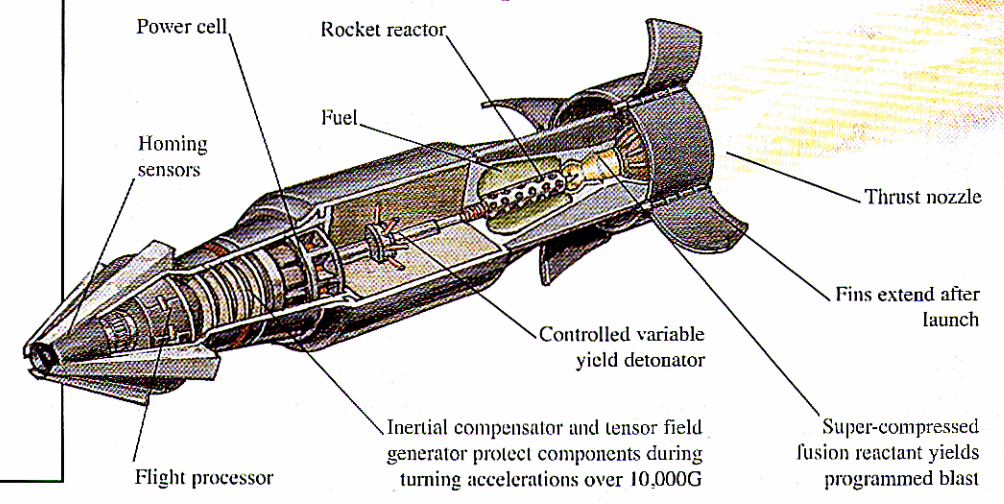
**STABLE SHOOTING**  
Designed and built by Baktoid Fleet Ordnance, the HMP (Heavy Missile Platform) droid gunship has a heavy, weapon-laden front end. Powerful repulsorlift arrays provide stability, ensuring the HMP's lethal effectiveness both in skirmishes and as a hovering gun platform over ground battles. High-powered shields in its saucer-like hull deflect and absorb all but the most powerful laser blasts. Forward thrust is provided by ion-drive engines at the ship's rear.

# DROID GUNSHIP

OMINOUS IN APPEARANCE and relentless in battle, the droid gunship is a powerful, well-shielded missile platform. Designed for air strikes within planet atmospheres, it moves at relatively slow speeds and displays average maneuverability, but this is compensated for by its awesome firepower. Two laser-cannon turrets can track targets independently, while torpedoes and missiles prove devastating against ground-based installations, attack vehicles, and faster short-range targets. The wing modules can carry extra laser cannons, concussion bombs, and upgraded targeting scanners. The droid gunship is truly a symbol of Separatist military might.

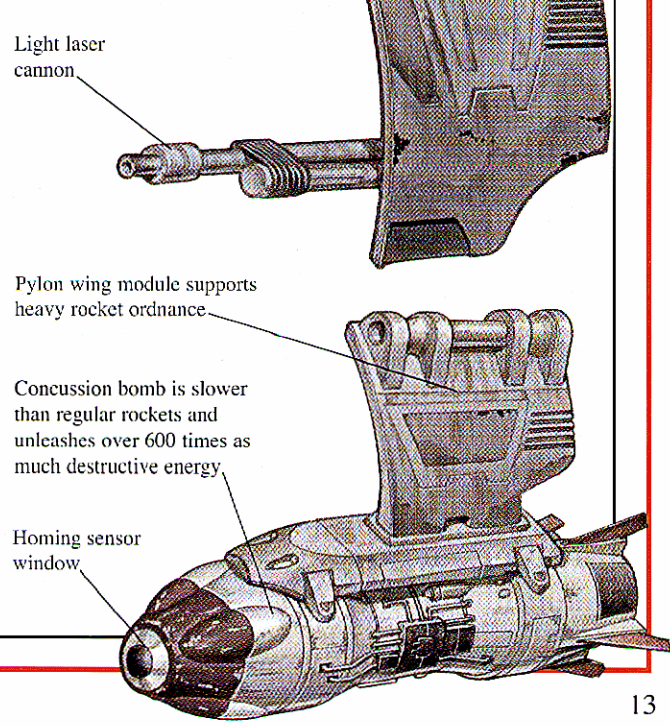


**DATA FILE**  
**Manufacturer:** Baktoid Fleet Ordnance  
**Make:** HMP (Heavy Missile Platform) droid gunship  
**Function:** Ground assault fighter  
**Dimensions:** (excluding guns): length 12.3 m (40.5 ft); width 11 m (36.2 ft); height 3.1 m (10.2 ft)  
**Max. acceleration** (linear, in open space): 100G  
**Max. airspeed** (in standard atmosphere): 14,200 kph (8,824 mph)  
**Crew:** Integrated droid brain  
**Armament** (standard configuration): 2 laser cannon turrets; 1 medium laser cannon; 2 light laser cannons; 14 missiles



**CONFEDERATE CORRUPTION**  
Mass-produced in Baktoid's factories on numerous Confederacy worlds, the droid gunship plays a vital role in the Separatist forces. On some of these planets, power-hungry despots keep a number of the vessels for their own personal use. Many gunships used in General Grievous's raid on Coruscant bear the triple-spiral sponsorship logo of Ado Eemon, the silken-tongued ruler of Caramm V. Eemon deployed his own personal fleet of gunships to ruthlessly eliminate all threats to his power, ravaging the once-beautiful world in the process.

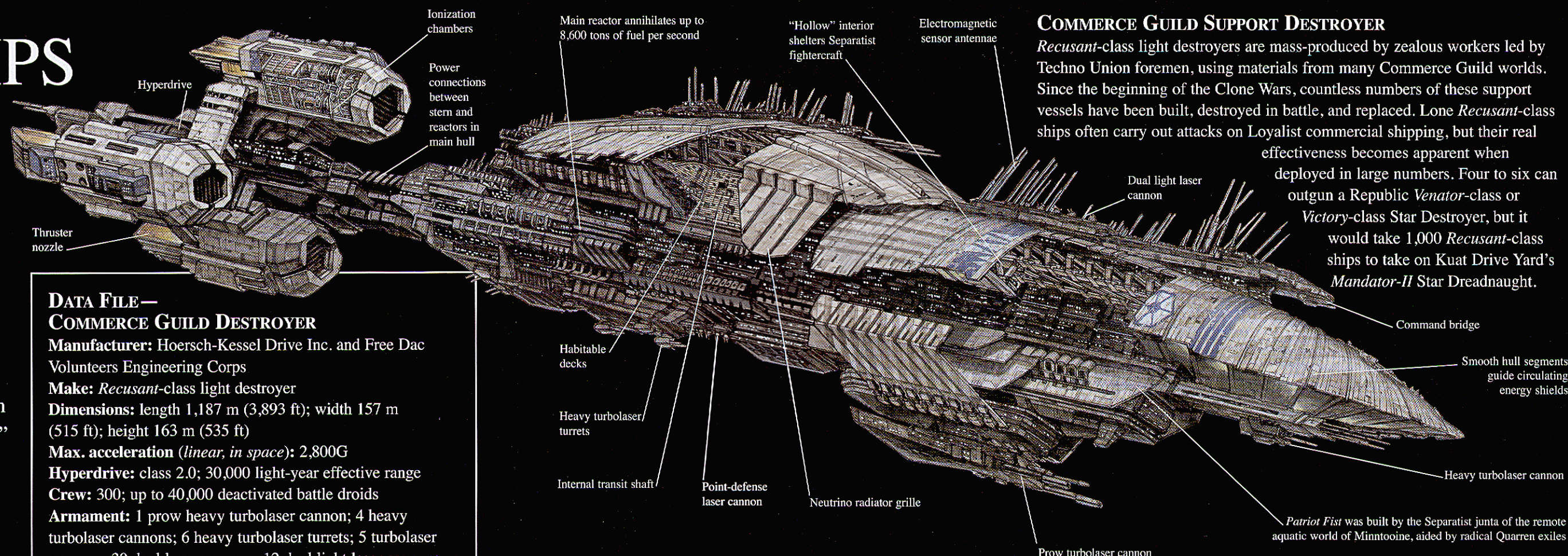
**MODULAR WINGS**  
The droid gunship's wings can carry a range of interchangeable, mission-specific payloads. Dozens of missile and torpedo types can be deployed, tailored for special capabilities and effects. These include concentrated and wide-range blasts, electromagnetic pulses to wipe out the enemy's electrical systems, incendiary devices, and hard radiation bursts. Heavy concussion bombs are effective against larger ground-based targets, but are too cumbersome to hit fighters precisely. Additional wing-tip laser cannons can be fitted for long-range and line-of-sight engagements.





# SEPARATIST SHIPS

WHILE VAST CAMPAIGNS detain millions of Separatist warships in the Outer Rim, a few dozen battleships lead thousands of destroyers and frigates in a bold strike on the galactic capital Coruscant. These light warships, bristling with small laser turrets and impressive, oversized cannons, were pledged to Count Dooku by the governments of hundreds of aggressively independent star sectors. As the craft are largely controlled by automated droid-brain technology, little crew space is required. This gives the ships a sinister, skeletal appearance. Destroyers and frigates are not equipped with hangars or ground-attack armies but carry enough security droids for boarding actions. They can also act as "hosts" for Separatist starfighters, providing protection inside their spacious hull cavities. If the vessels' deflector shields fail, however, these hollow hulls can make them vulnerable targets for Loyalist defenders.



**DATA FILE—COMMERCE GUILD DESTROYER**  
**Manufacturer:** Hoersch-Kessel Drive Inc. and Free Dac Volunteers Engineering Corps  
**Make:** *Recusant*-class light destroyer  
**Dimensions:** length 1,187 m (3,893 ft); width 157 m (515 ft); height 163 m (535 ft)  
**Max. acceleration (linear, in space):** 2,800G  
**Hyperdrive:** class 2.0; 30,000 light-year effective range  
**Crew:** 300; up to 40,000 deactivated battle droids  
**Armament:** 1 prow heavy turbolaser cannon; 4 heavy turbolaser cannons; 6 heavy turbolaser turrets; 5 turbolaser cannons; 30 dual laser cannons; 12 dual light laser cannons 60 point-defense laser cannons

The miserly InterGalactic Banking Clan distrusts the public-access HoloNet, and uses its own space stations and armed communications ships to relay signals and account keys secretly

Ray shield generator dissipates harmful energy blasts

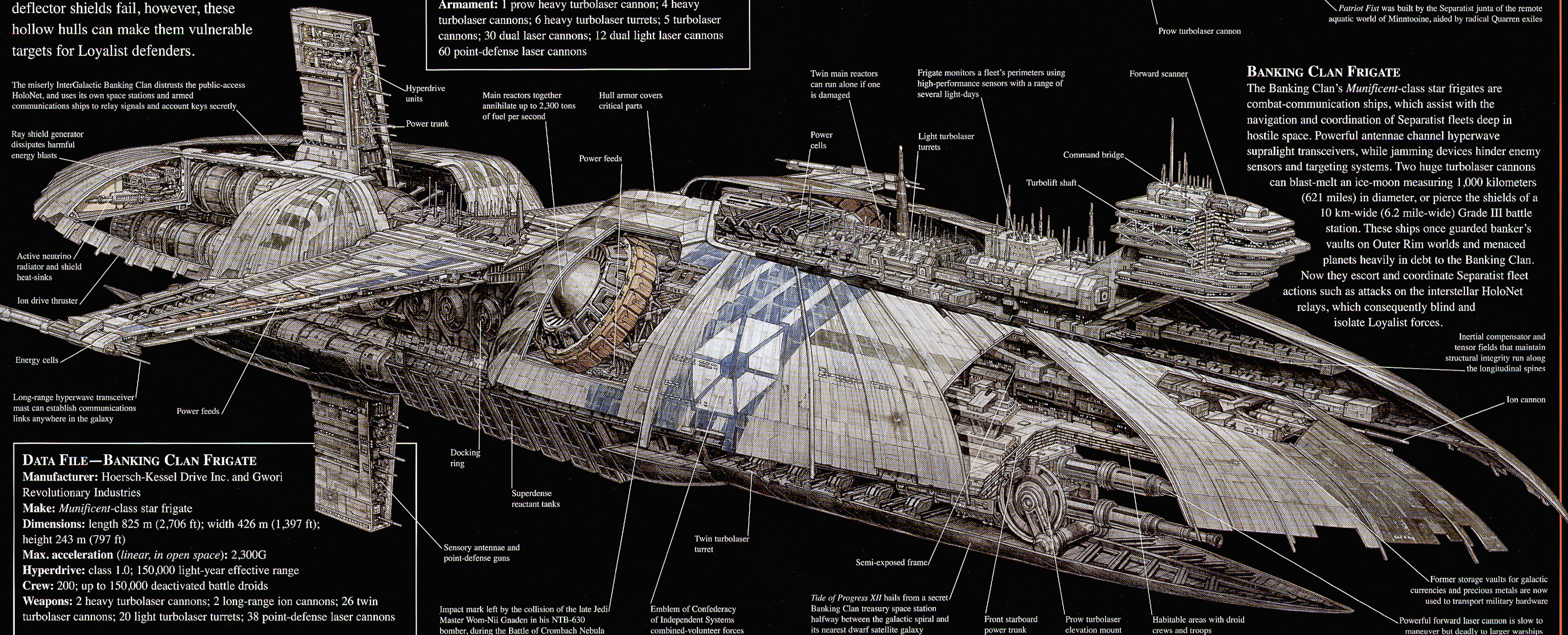
Active neutrino radiator and shield heat-sinks

Ion drive thruster

Energy cells

Long-range hyperwave transceiver mast can establish communications links anywhere in the galaxy

**DATA FILE—BANKING CLAN FRIGATE**  
**Manufacturer:** Hoersch-Kessel Drive Inc. and Gwori Revolutionary Industries  
**Make:** *Munificent*-class star frigate  
**Dimensions:** length 825 m (2,706 ft); width 426 m (1,397 ft); height 243 m (797 ft)  
**Max. acceleration (linear, in open space):** 2,300G  
**Hyperdrive:** class 1.0; 150,000 light-year effective range  
**Crew:** 200; up to 150,000 deactivated battle droids  
**Weapons:** 2 heavy turbolaser cannons; 2 long-range ion cannons; 26 twin turbolaser cannons; 20 light turbolaser turrets; 38 point-defense laser cannons



**BANKING CLAN FRIGATE**  
The Banking Clan's *Munificent*-class star frigates are combat-communication ships, which assist with the navigation and coordination of Separatist fleets deep in hostile space. Powerful antennae channel hyperwave supralight transceivers, while jamming devices hinder enemy sensors and targeting systems. Two huge turbolaser cannons can blast-melt an ice-moon measuring 1,000 kilometers (621 miles) in diameter, or pierce the shields of a 10 km-wide (6.2 mile-wide) Grade III battle station. These ships once guarded banker's vaults on Outer Rim worlds and menaced planets heavily in debt to the Banking Clan. Now they escort and coordinate Separatist fleet actions such as attacks on the interstellar HoloNet relays, which consequently blind and isolate Loyalist forces.



**I**N A BOLD STRIKE at the galactic capital Coruscant, raiders from the Separatist flagship *Invisible Hand* have abducted Supreme Chancellor Palpatine. The vessel waits in orbit with the Confederacy fleet as the droid kidnappers return with their valuable prize—but before they can flee, thousands of Republic battleships engage the craft, trapping it in an upper atmospheric combat within the planet's defensive shield. *Invisible Hand* is badly damaged by superior enemy guns, so Jedi rescuers Obi-Wan Kenobi and Anakin Skywalker must find Palpatine in a rapidly decaying spacewreck. Ruptured compartments are flooded with fluidic coolants and propellants laced with invisible, exotic hypermatter fuels. Artificial gravity, tensor fields, and inertial compensators all begin to fail, as the crippled ship threatens to tear itself apart. The battle wages on, until *Invisible Hand* begins its meteoric fall toward the surface of Coruscant.

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**Manufacturer:** Free Dac Volunteers, Pamphant Docks  
**Make:** Modified *Providence*-class carrier/destroyer  
**Dimensions:** length 1,088 m (3,570 ft); width 198 m (650 ft); height 347 m (1,139 ft)  
**Propulsion:** 4 Nubian Creveld-4 radial ion drives  
**Max. acceleration** (*linear, in open space*): 2,500G  
**Max. speed** (*in standard atmosphere*): 2,000 kph (1,240 mph)  
**Hyperdrive:** class 1.5; 40,000 light-year effective range  
**Crew:** 600; up to 1.5 million deactivated battle droids  
**Armament:** 14 quad turbolaser turrets; 34 dual laser cannons; 2 ion cannons; 12 point-defense ion cannons; 102 proton torpedo tubes  
**Complement:** 120 droid tri-fighters; 120 droid Vulture fighters; 160 MTTs (Multi Troop Transport); 280 assorted droid armored vehicles

*Invisible Hand* attempts to drift inconspicuously in the concentrated shelter of Separatist battleships, destroyers, and frigates. Large numbers of droid Vulture fighters and tri-fighters cluster protectively around the flagship. When Kenobi and Skywalker approach in their Jedi Interceptors, the ship's deflector shields are already failing—small areas of the hull are open to attack from even the tiniest fighters. Anakin shoots out the atmosphere containment shield protecting the hangar entry, breaching the vessel's defenses.

Shortly before the Coruscant strike, *Invisible Hand's* main communications and sensor pod was refitted as a lofty sanctum for Count Dooku, the political leader of the Separatist cause. Sith cunning and Jedi wisdom make Dooku a peerless exponent of manipulative propaganda—he affects a simple and saintly image and is called “Gentle Hand” by superstitious folk on innumerable worlds. From the ship’s tower, Dooku transmits spiritualistic appeals to agitate and divide the galactic populace. Unless he is stopped, the Sith Lord will broadcast the holo-image of the captive Supreme Chancellor Palpatine around the galaxy to crush Loyalist morale.

Under the command of the bloodthirsty General Grievous, *Invisible Hand* has played a key role in many of the Separatist cyborg's most notorious forays into the Galactic Core. These include the release of the Loedrovian Brain Plague that slew Republic clone armies and nearly every human in the Weemell Sector. The ship was also used to supervise naval attacks on 26 strategic Loyalist worlds. These included the hour-long orbital bombardment that depopulated and melted the crust of the former city-planet of Humbarine, an ancient founding world of the Republic. Loyalist agents have tried to track the vessel's movements, but Grievous frequently swaps Mid Rim patrols with her sister ship *Lucid Voice* to confuse the enemy.



## FORMIDABLE BLASTING

Juggernauts are designed to deliver tremendous firepower in order to overwhelm well-shielded military structures, some of which can withstand a lone Juggernaut's barrage for hours. However, with an unshielded target, a Juggernaut can blast the heat of a nuclear bomb into one small spot, creating a blazing fireball.

Thermally superconducting armor absorbs enemy beams and spreads heat harmlessly over a wide area

Flip-down entry to smaller cockpit

Rapid-repeating heavy laser cannon

Twin stairwell down to rear deployment hatch

Compartmental blast-door

Troop cabin life-support systems

Upper heavy laser cannon turret has best all-round view

Retractable rocket/grenade launcher

Ladder between decks

Troops sit eagerly awaiting battle

Ladders to upper troop hatches

Spotter

Retractable ladder rungs

Mast can telescope up or down when rungs are retracted

Observation post provides greater visibility than is possible at hull height

Ammunition loading hatch splits into separate halves for partial cover

Spotlights

Clone casualties attended to by 2-1B medical droid

Large dome hatch covers scanner gear

Communications dish

Safety blast-door separates cockpit from other sections

Commanding officer's observation hatch, often occupied by a Jedi

Pilots wear lighter armor for better articulation while seated

Medium antipersonnel laser-cannon shaft extends from hull

Independent wheel suspension

Internal gearing of wheel segments

Five gunnery stations with immersive holographic helmet fire controls

Power trunk routes energy to blaster cannon

## ROLLING WAR-MACHINE

Although wheeled transport may seem like a graceless system from a prehistoric age, a Juggernaut's direct ground contact protects it from electromagnetic attacks and shield discharges. It can also stop and turn in a smaller radius than any repulsorlift craft, crushing dwarf spider droids or battle droids under its treads. Nearly impenetrable armor and an arsenal of beam and missile weapons make it a match for most ground-based war machines.

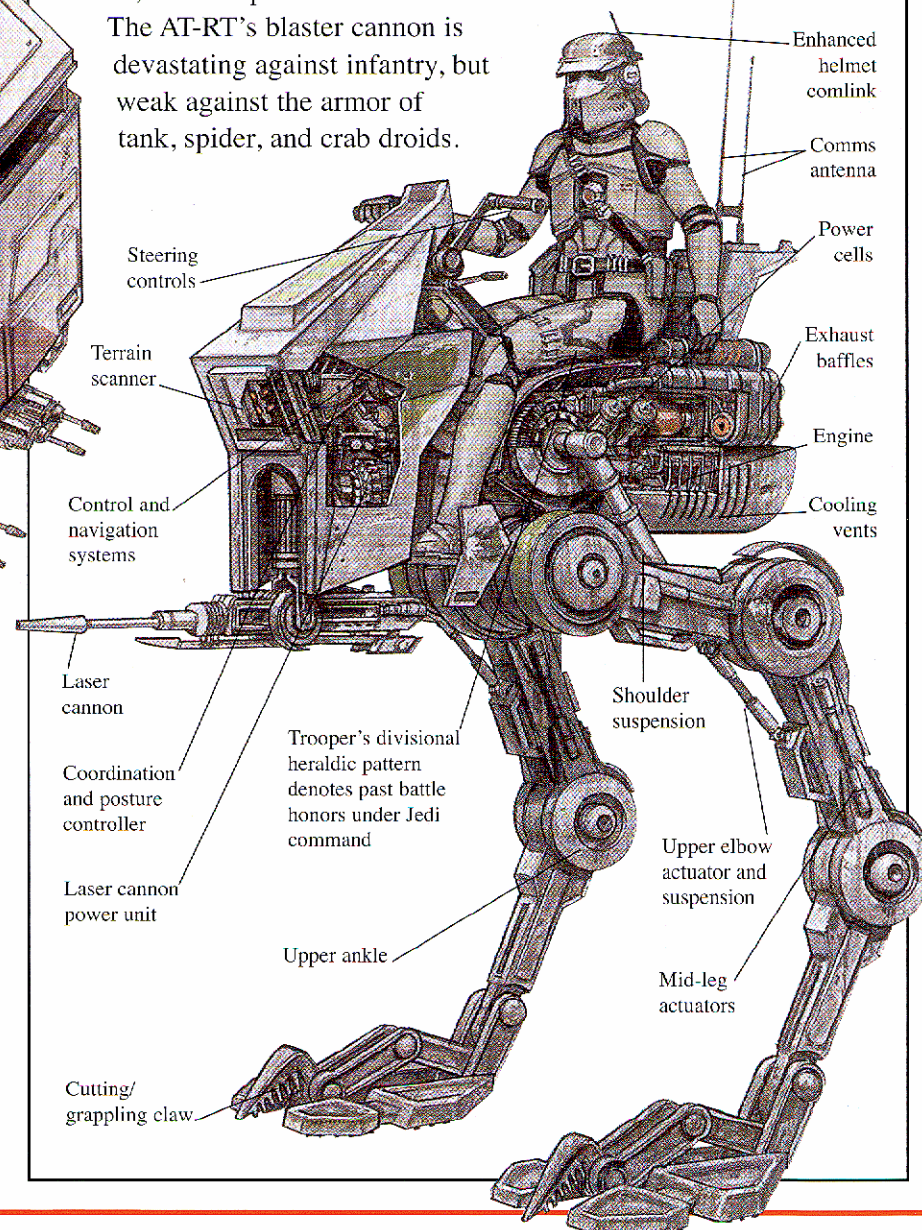
# JUGGERNAUT

**J**UGGERNAUT! The very name of these rolling giants calls up memories of crushing defeat for the galaxy's quintillions of battle droids and their Separatist masters. Each of the Galactic Republic's HAVw A6 Juggernauts is a monstrous, ten-wheeled, armored box, built around a powerful reactor core and engine, with blasters and grenade launchers on every side. As well as being a front-line assault vehicle, these hulks provide secure shelter and transport for a company of dedicated clone troopers. The rugged and powerful Juggernauts are the well-chosen backbone of the clone armies. Under the command of Jedi Master Yoda, they form the most integral part of a dogged campaign to eject battle droid invaders from the strategic Wookiee world of Kashyyyk.

## AT-RT WALKER

The All Terrain Recon Transport (AT-RT) is an armed, mobile platform for a single soldier on a patrol or reconnaissance mission. These walkers support policing actions in dense civilian areas, and are also used in cooling battle zones. A lightweight body makes it faster than the rarer one-man AT-PT (All Terrain Personal Transport). Lacking an enclosed cabin, the driver enjoys a clear view, but is exposed to small-arms fire.

The AT-RT's blaster cannon is devastating against infantry, but weak against the armor of tank, spider, and crab droids.



## DATA FILE

**Manufacturer:** Kuat Drive Yards

**Make:** HAVw A6 Juggernaut

**Dimensions:** Length 49.4 m (162 ft); width 19.6 m (64.2 ft); height 30.4 m (99.6 ft)

**Max. landspeed:** 160 kph (99 mph)

**Crew:** 12 (excluding gunners)

**Passengers:** 50–300 depending on internal configuration

**Consumables:** 20 days provisions; fuel for 30,000 km (18,641 miles)

**Armament:** 1 heavy laser cannon turret; 1 rapid repeating laser cannon; 2 medium antipersonnel laser cannons; 2 twin blaster cannons; 2 rocket/grenade launchers—variable yield, 30 km (19.6 miles) range

Main drive shaft runs along almost the full length within the undercarriage

Versatile wheel segments can spin at different rates

Reactor and engine systems

## DOUBLE-HEADED MONSTER

Each of a Juggernaut's wheels consists of three versatile, independently spinning segments, which enable the hulking vehicle to move smoothly across even the most inhospitable terrain. The vehicle can also reverse direction easily, moving equally well in forward and reverse gears. Either cockpit can assume full control, which has led to much debate among Juggernaut clone crews as to which cockpit is the true "front" end.

The large surface of the Juggernaut's wheel helps to reduce ground pressure. This makes the vehicle less prone to sinking in soft soil than the heavy AT-TE (All Terrain Tactical Enforcer) or AT-HE (All Terrain Heavy Enforcer), where the weight is supported by smaller, narrow feet

Powerful headlights scan terrain using visible and invisible beams of light



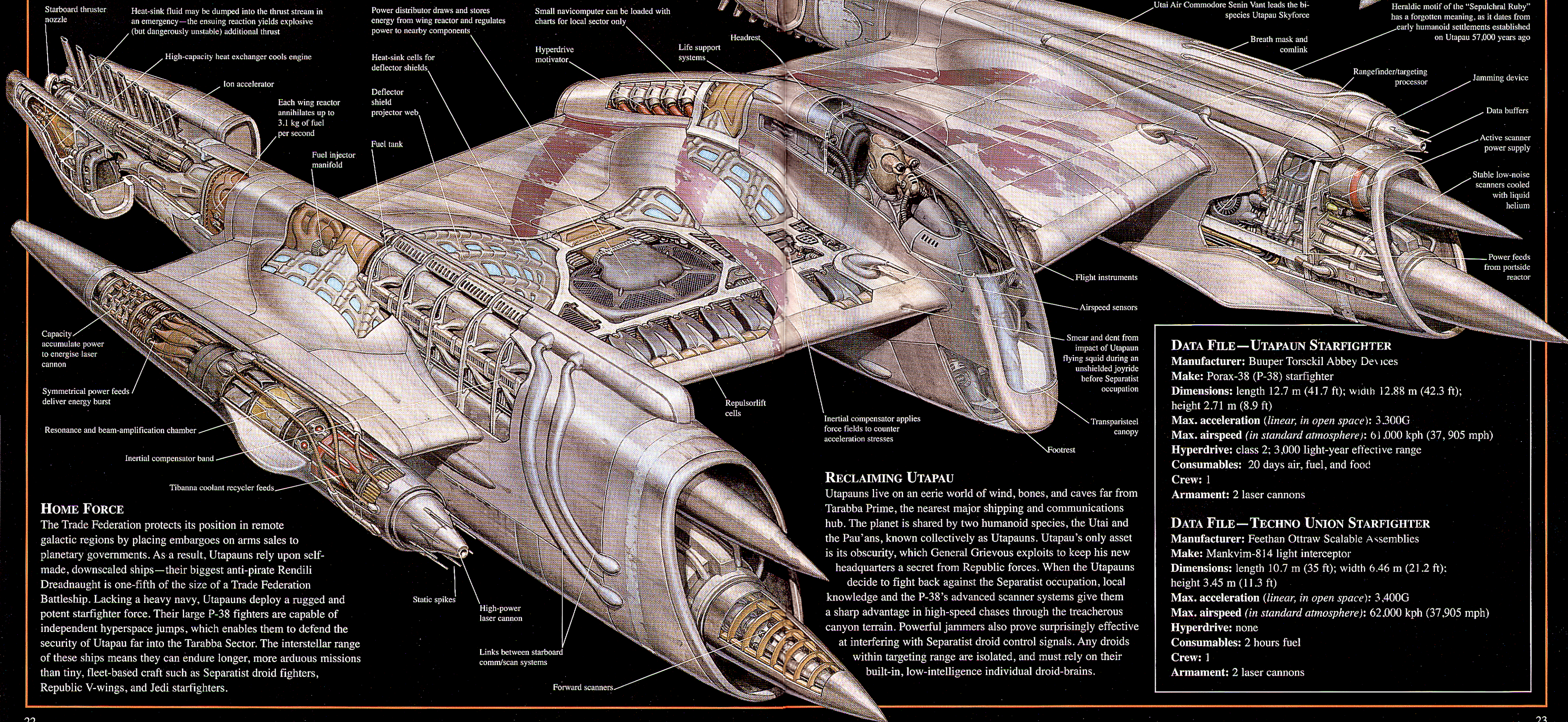
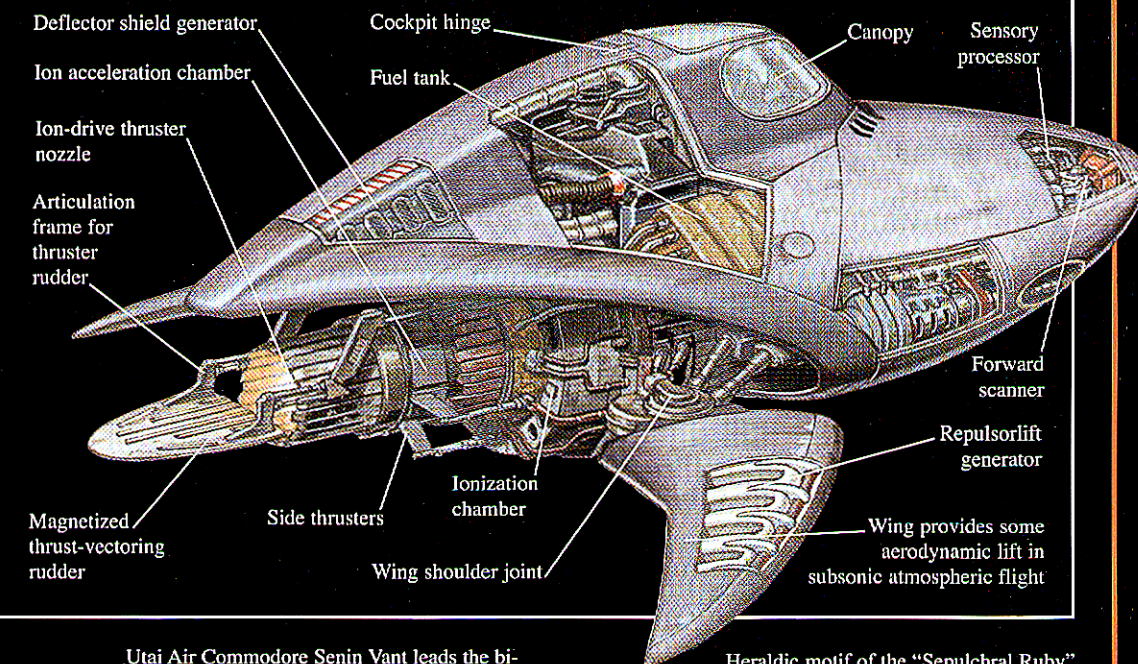
# UTAPAUN P-38 FIGHTER

THE REMOTE PLANET Utapau, located in the distant Tarabba Sector, relies on the sturdy Porax-38 (P-38) starfighter for defensive and offensive engagements. These tough, hyperdrive-equipped fightercraft have interstellar range and are fitted with highly effective, long-distance sensor systems that provide early warning of enemy activity. Versatile thrusters, dual-reactor systems, and high-capacity deflector shielding make them a valuable asset for any starfleet. When Tion Medon, the Master of Utapau Port Administration, realizes that General Grievous's Separatist forces are about to land on the planet, he orders his outgunned P-38 forces into hiding. However, with the arrival of General Kenobi and the hope of Loyalist military intervention, Medon recalls his pilots from their concealed hangars and the cold depths of space, in a frantic, fiery bid for freedom.

## TECHNO UNION STARFIGHTER

Numerous Mankvim-814 interceptors flock to defend the Separatist foothold on Utapau. The Techno Union built these small, short-range starfighters on the planet from local materials. It hastily constructed factories in the ancient Grand Halls with no regard for Utapau's architectural heritage. The Mankvim's simple construction centers on a reactor feeding power and plasma to a high-velocity ion-drive. A magnetized rudder tilts the ion flow for off-axis thrust, while smaller side thrusters aid roll and yaw adjustments.

The craft is equipped with twin rapid-fire laser cannons and durable shields for combat. Aerodynamic wings fitted with repulsorlifts aid overall maneuverability.



## HOME FORCE

The Trade Federation protects its position in remote galactic regions by placing embargoes on arms sales to planetary governments. As a result, Utapauns rely upon self-made, downscaled ships—their biggest anti-pirate Rendili Dreadnaught is one-fifth the size of a Trade Federation Battleship. Lacking a heavy navy, Utapauns deploy a rugged and potent starfighter force. Their large P-38 fighters are capable of independent hyperspace jumps, which enables them to defend the security of Utapau far into the Tarabba Sector. The interstellar range of these ships means they can endure longer, more arduous missions than tiny, fleet-based craft such as Separatist droid fighters, Republic V-wings, and Jedi starfighters.

## RECLAIMING UTAPAU

Utapauans live on an eerie world of wind, bones, and caves far from Tarabba Prime, the nearest major shipping and communications hub. The planet is shared by two humanoid species, the Utai and the Pau'ans, known collectively as Utapauns. Utapau's only asset is its obscurity, which General Grievous exploits to keep his new headquarters a secret from Republic forces. When the Utapauns decide to fight back against the Separatist occupation, local knowledge and the P-38's advanced scanner systems give them a sharp advantage in high-speed chases through the treacherous canyon terrain. Powerful jammers also prove surprisingly effective at interfering with Separatist droid control signals. Any droids within targeting range are isolated, and must rely on their built-in, low-intelligence individual droid-brains.

## DATA FILE—UTAPAUN STARFIGHTER

**Manufacturer:** Buper Torsckil Abbey Devices

**Make:** Porax-38 (P-38) starfighter

**Dimensions:** length 12.7 m (41.7 ft); width 12.88 m (42.3 ft); height 2.71 m (8.9 ft)

**Max. acceleration (linear, in open space):** 3.300G

**Max. airspeed (in standard atmosphere):** 61,000 kph (37,905 mph)

**Hyperdrive:** class 2; 3,000 light-year effective range

**Consumables:** 20 days air, fuel, and food

**Crew:** 1

**Armament:** 2 laser cannons

## DATA FILE—TECHNO UNION STARFIGHTER

**Manufacturer:** Feethan Ottraw Scalable Assemblies

**Make:** Mankvim-814 light interceptor

**Dimensions:** length 10.7 m (35 ft); width 6.46 m (21.2 ft); height 3.45 m (11.3 ft)

**Max. acceleration (linear, in open space):** 3.400G

**Max. airspeed (in standard atmosphere):** 62,000 kph (37,905 mph)

**Hyperdrive:** none

**Consumables:** 2 hours fuel

**Crew:** 1

**Armament:** 2 laser cannons



# GRIEVOUS'S WHEEL BIKE

GENERAL GRIEVOUS's fearsome reputation as a merciless military leader is reinforced by a personal fleet of specialized killing machines and vehicles. On cavernous Utapau, the cyborg General drives a wheel bike—a tumbling twin-wheel that surrounds a central motor. Grievous's military vehicle is an offshoot of the Banking Clan's hoop-wheeled Hailfire droids, designed to roll at intimidating speed on hard surfaces. It can also raise itself up on two pairs of legs to walk over the top of battle wrecks and other obstacles. A double laser cannon replaces one side seat, and Grievous can wield either a conveniently placed electrostaff, a blaster, or one of his Jedi lightsaber trophies when he rolls into battle. Flexing claws skirt the wheels to provide a smoother ride, or clutch the ground as climbing teeth. The bike's strong grip allows amazing acrobatics, an ability displayed when Grievous is pursued by Obi-Wan Kenobi.

## GRIEVOUS'S STARFIGHTER

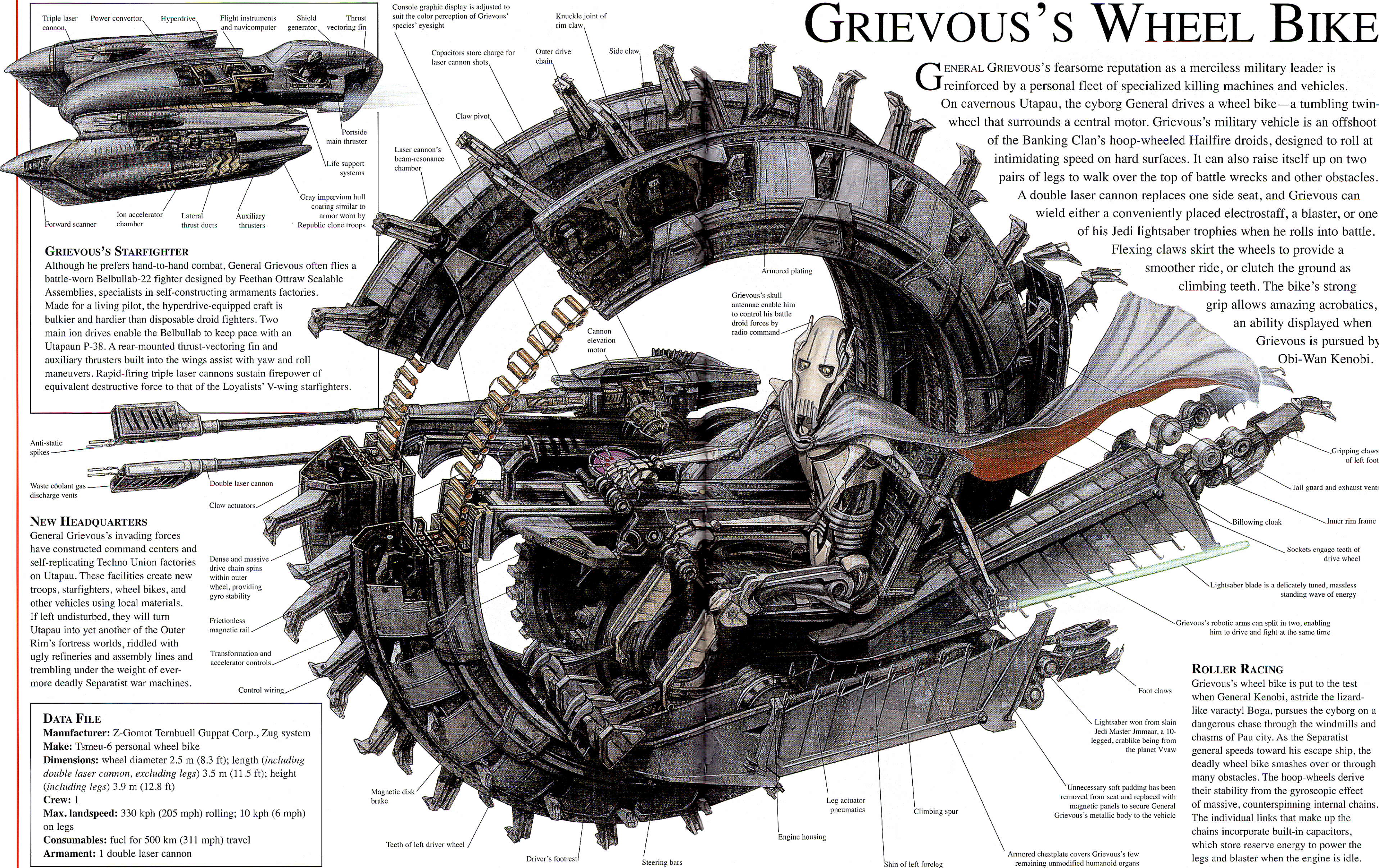
Although he prefers hand-to-hand combat, General Grievous often flies a battle-worn Belbullab-22 fighter designed by Feethan Ottraw Scalable Assemblies, specialists in self-constructing armaments factories. Made for a living pilot, the hyperdrive-equipped craft is bulkier and hardier than disposable droid fighters. Two main ion drives enable the Belbullab to keep pace with an Utapaun P-38. A rear-mounted thrust-vectoring fin and auxiliary thrusters built into the wings assist with yaw and roll maneuvers. Rapid-firing triple laser cannons sustain firepower of equivalent destructive force to that of the Loyalists' V-wing starfighters.

## NEW HEADQUARTERS

General Grievous's invading forces have constructed command centers and self-replicating Techno Union factories on Utapau. These facilities create new troops, starfighters, wheel bikes, and other vehicles using local materials. If left undisturbed, they will turn Utapau into yet another of the Outer Rim's fortress worlds, riddled with ugly refineries and assembly lines and trembling under the weight of ever-more deadly Separatist war machines.

## DATA FILE

**Manufacturer:** Z-Gomot Ternbuell Guppat Corp., Zug system  
**Make:** Tsmeu-6 personal wheel bike  
**Dimensions:** wheel diameter 2.5 m (8.3 ft); length (including double laser cannon, excluding legs) 3.5 m (11.5 ft); height (including legs) 3.9 m (12.8 ft)  
**Crew:** 1  
**Max. landspeed:** 330 kph (205 mph) rolling; 10 kph (6 mph) on legs  
**Consumables:** fuel for 500 km (311 mph) travel  
**Armament:** 1 double laser cannon



**ROLLER RACING**  
Grievous's wheel bike is put to the test when General Kenobi, astride the lizard-like varactyl Boga, pursues the cyborg on a dangerous chase through the windmills and chasms of Pau city. As the Separatist general speeds toward his escape ship, the deadly wheel bike smashes over or through many obstacles. The hoop-wheels derive their stability from the gyroscopic effect of massive, counterspinning internal chains. The individual links that make up the chains incorporate built-in capacitors, which store reserve energy to power the legs and blaster when the engine is idle.

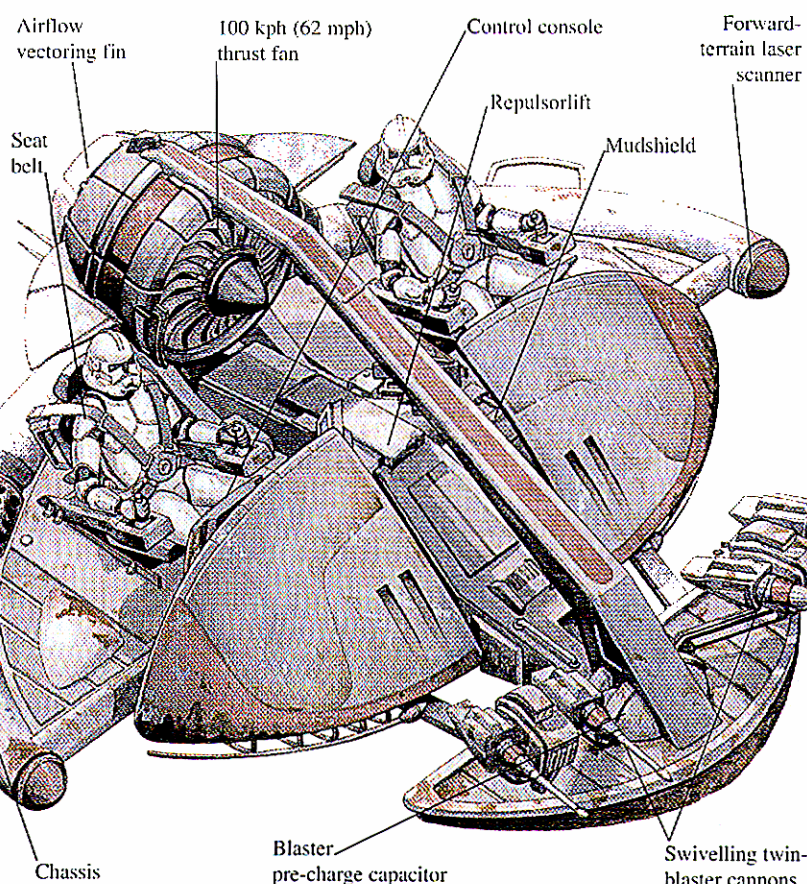


# WOOKIEE CATAMARAN

OEVVAOR CATAMARANS are slim, twin-hulled, Wookiee-made watercraft that skid over the waters of Kashyyyk at breakneck speeds. They are lifted by a repulsorlift array and propelled by Podracer-style jet engines or propeller pods, and are steered by knife-like keels and rudders. Wookiee catamarans are normally used as fishing or sports craft, and are not equipped with built-in heavy weapons. But when Kashyyyk is invaded, hundreds of these unarmed craft are conscripted to bear Wookiee troops in small-arms attacks, darting through the lines of Separatist vehicles. The catamarans' speed and maneuverability are crucial, as Kashyyyk's defenders know that the enemy must first capture the coasts before attempting incursions into the tangled, dense foliage of the inland woods.

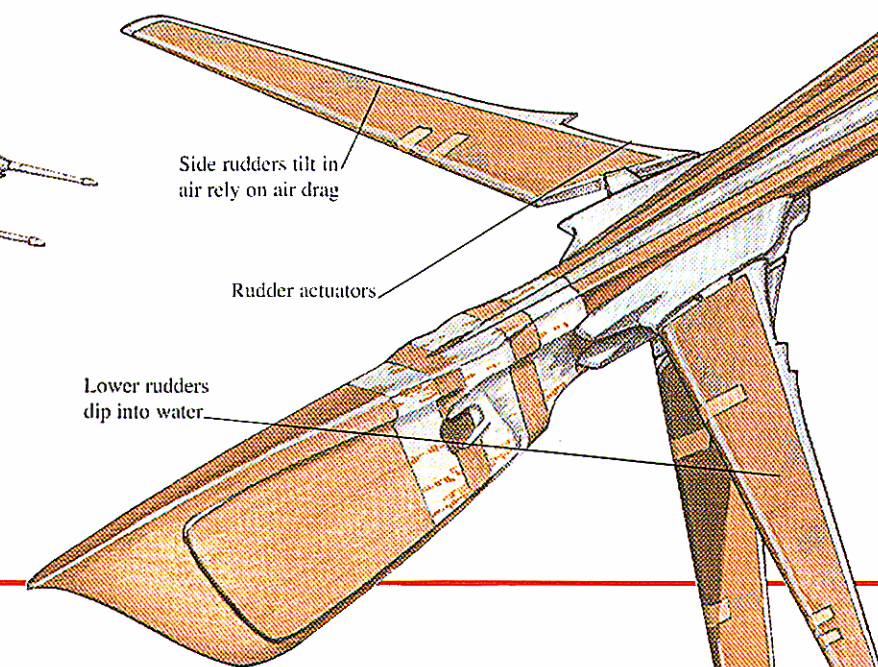
## SWAMP SPEEDER

The Grand Army of the Republic bolsters the Wookiee's defensive forces with a wide variety of imported war machines. The light, two-man ISP (Infantry Support Platform) speeder is the clone troops' closest equivalent of the Wookiees' Oevvaor catamarans and Raddadugh "Gnasp" fluttercraft. The clone army's antigravity repulsorlift vehicle floats smoothly in the air without touching land or water. It is driven by a powerful turbofan, which can be reversed to fire a braking airblast when needed. Precise, controlled vectoring of the turbofan's thrust makes the ISP a highly maneuverable attack vehicle. The front-mounted pair of twin-blaster cannons are lethal to enemy infantry, but can also prove highly effective against shielded enemy gunships, fighters, and Corporate Alliance NR-N99 tank droids.



## AGILE DEFENDERS

The Wookiee watercraft used in the defence of Kashyyyk are named after the Oevvaor, a predatory marine reptile of the Kashyyyk coasts known for its agility and territorial ferocity. The tough hulls of these aptly named catamarans are handcrafted from wroshyr timber. This light, strong, and durable wood is hewn from Kashyyyk's fabled wroshyr trees, which can grow to hundreds of meters in height.



## HISTORY OF HOSTILITY

For 20 years, the Wookiees of Kashyyyk and its colony worlds have repeatedly repelled encroachments by the greedy Trade Federation. In this new period of unrestrained war, Confederacy invaders now bypass the colonies and attempt a conclusive strike on the Wookiee homeworld. Although the Separatist invasion fleet is driven off by General Yoda's Republic taskforce, a huge army of tank droids, crab droids, and flying gunships occupy the tropical Wawaatt Archipelago. The Wookiees know that they must marshal all their brawn, defensive weaponry, and vehicular power to halt the intruders' advance.

## STRATEGIC WORLD

Kashyyyk, or "Wookiee Planet C" as some humans call it, has long played a major role in transgalactic shipping and communications. For centuries, an elite guild of long-lived Wookiee cartographers known as the Claatuvaac have maintained and updated the hyperspace route surveys that keep the galaxy navigable. It is widely believed that the Claatuvaac Guild's ancient data archives contain many near-mythical, long-lost routes that do not feature on the Republic's official charts. Conquering Kashyyyk would enable the Separatists to control hyperspace route planning and to use the Wookiees' secret routes to frustrate and monopolize galactic trade and communications.

## DATA FILE

**Manufacturer:** Appazanna Engineering Works  
**Make:** Oevvaor jet catamaran  
**Dimensions:** length 15.1 m (46.2 ft); width 10.2 m (33.5 ft); height 4.3 m (14.1 ft)  
**Max. waterspeed:** 370 kph (230 mph)  
**Crew:** 2  
**Passengers:** 2  
**Consumables:** 2 days' rations  
**Armament:** none



# PALPATINE'S SHUTTLE

ASSASSINATION AND ABDUCTION have punctuated every stage of the Clone Wars, and a galactic leader such as the newly self-appointed Emperor Palpatine requires a secure personal transport. The new *Theta*-class T-2c shuttle is designed to ferry important officers, Senators, and courtiers between planets and ships in safety. Capable of outgunning most starfighters, the ship is fitted with twin forward-mounted quadlaser cannons and a single, high-powered tail gun. This destructive arsenal can be computer-controlled or manually operated from a combined communications and gunnery station in the cockpit. The long folding wings are designed to project powerful shielding fields, and they also aid stability during atmospheric flight.

## DATA FILE

**Manufacturer:** Cygnus Spaceworks

**Make:** *Theta*-class T-2c Personnel Transport

**Dimensions:** length (excluding guns) 18.5 m (60.7 ft); width 29.3 m (96.1 ft); height 18.5 m (60.7 ft)

**Max. acceleration (linear, in open space):** 1,800G

**Max. airspeed (in standard atmosphere):** 2,000 kph (1,240 mph)

**Hyperdrive:** class 1; 8,000 light-year range

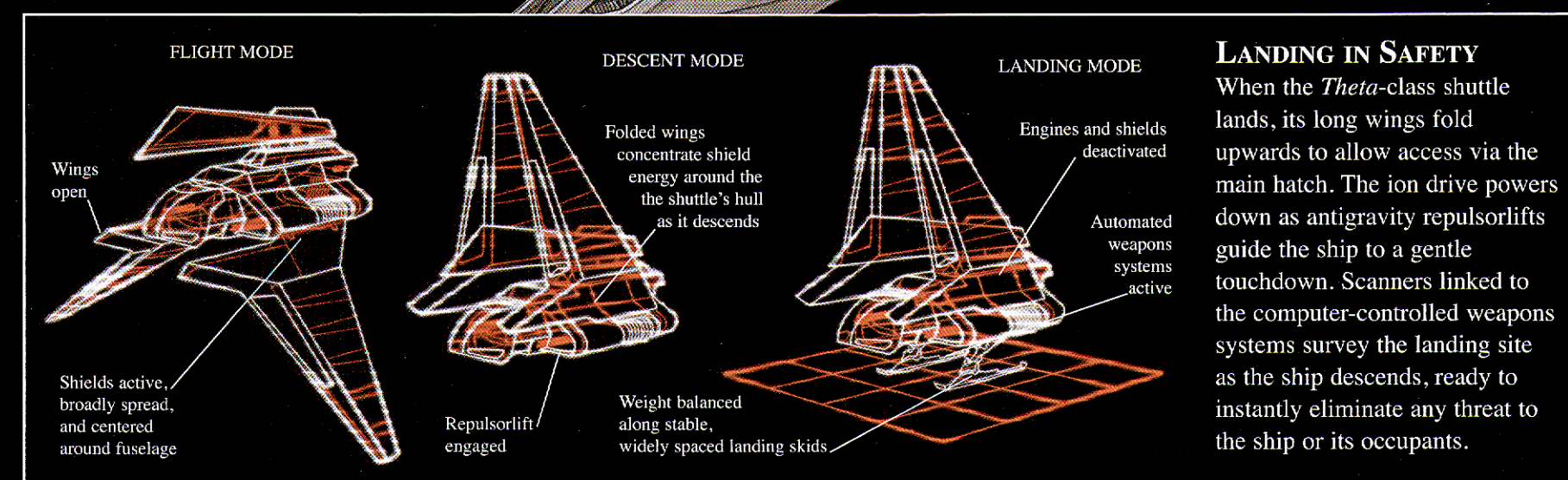
**Consumables:** 60 days fuel and air

**Crew:** 1–5

**Armament:** 2 quadlaser cannons; 1 aft laser cannon

## ELITE TRANSPORT

Emperor Palpatine's shuttle has been upgraded by "Warthan's Wizards," the finest starship technicians in the galaxy. To provide instant transgalactic communications, they installed a hyperwave reflector akin to the secret Jedi homing devices. The shuttle is also lined with sensor masks that make the interior appear empty on conventional scanners. Palpatine's later shuttles will feature a cloaking device—making them invisible to all forms of light, gravity, and other known energies.

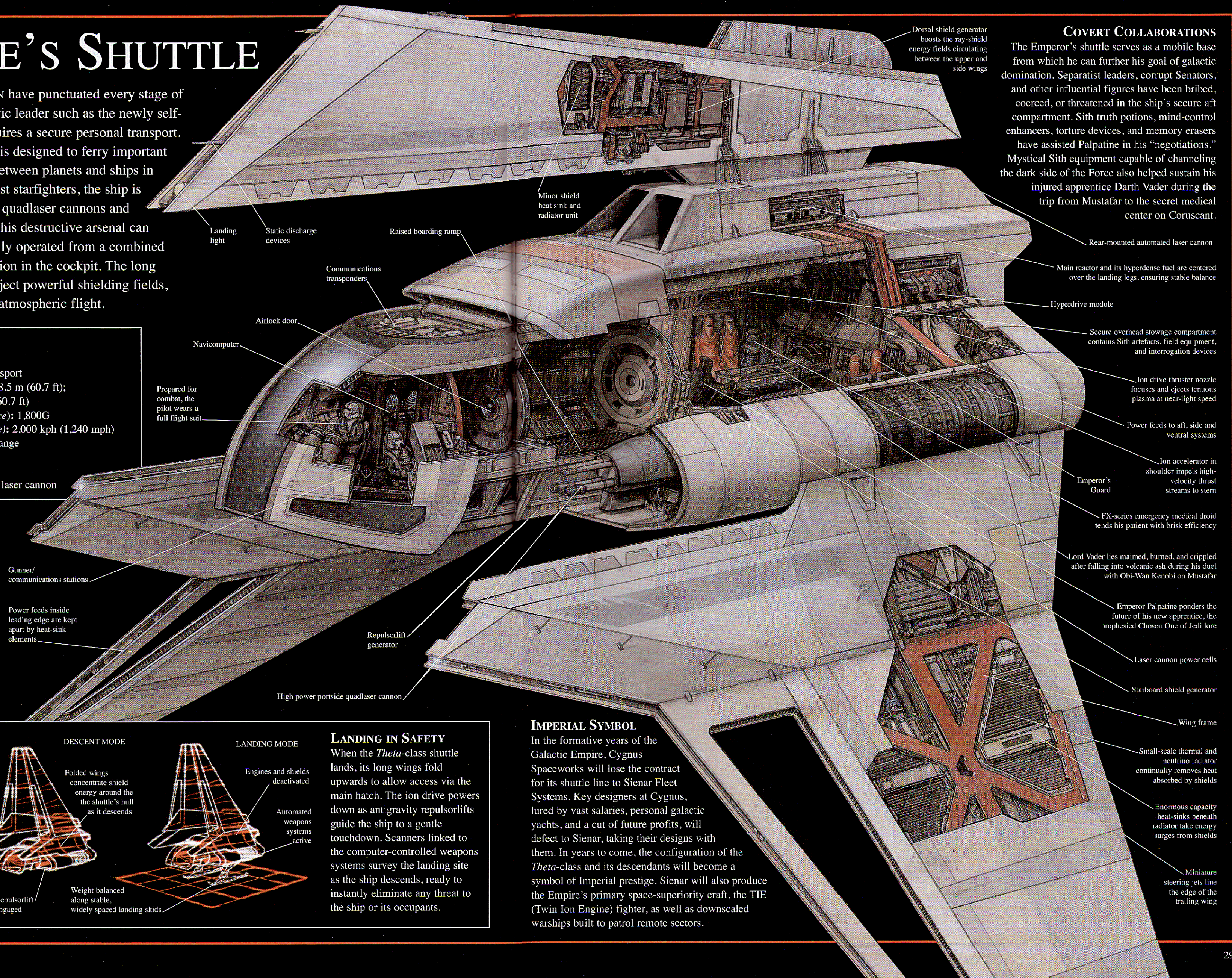


## IMPERIAL SYMBOL

In the formative years of the Galactic Empire, Cygnus Spaceworks will lose the contract for its shuttle line to Sienar Fleet Systems. Key designers at Cygnus, lured by vast salaries, personal galactic yachts, and a cut of future profits, will defect to Sienar, taking their designs with them. In years to come, the configuration of the *Theta*-class and its descendants will become a symbol of Imperial prestige. Sienar will also produce the Empire's primary space-superiority craft, the TIE (Twin Ion Engine) fighter, as well as downscaled warships built to patrol remote sectors.

## COVERT COLLABORATIONS

The Emperor's shuttle serves as a mobile base from which he can further his goal of galactic domination. Separatist leaders, corrupt Senators, and other influential figures have been bribed, coerced, or threatened in the ship's secure aft compartment. Sith truth potions, mind-control enhancers, torture devices, and memory erasers have assisted Palpatine in his "negotiations." Mystical Sith equipment capable of channeling the dark side of the Force also helped sustain his injured apprentice Darth Vader during the trip from Mustafar to the secret medical center on Coruscant.



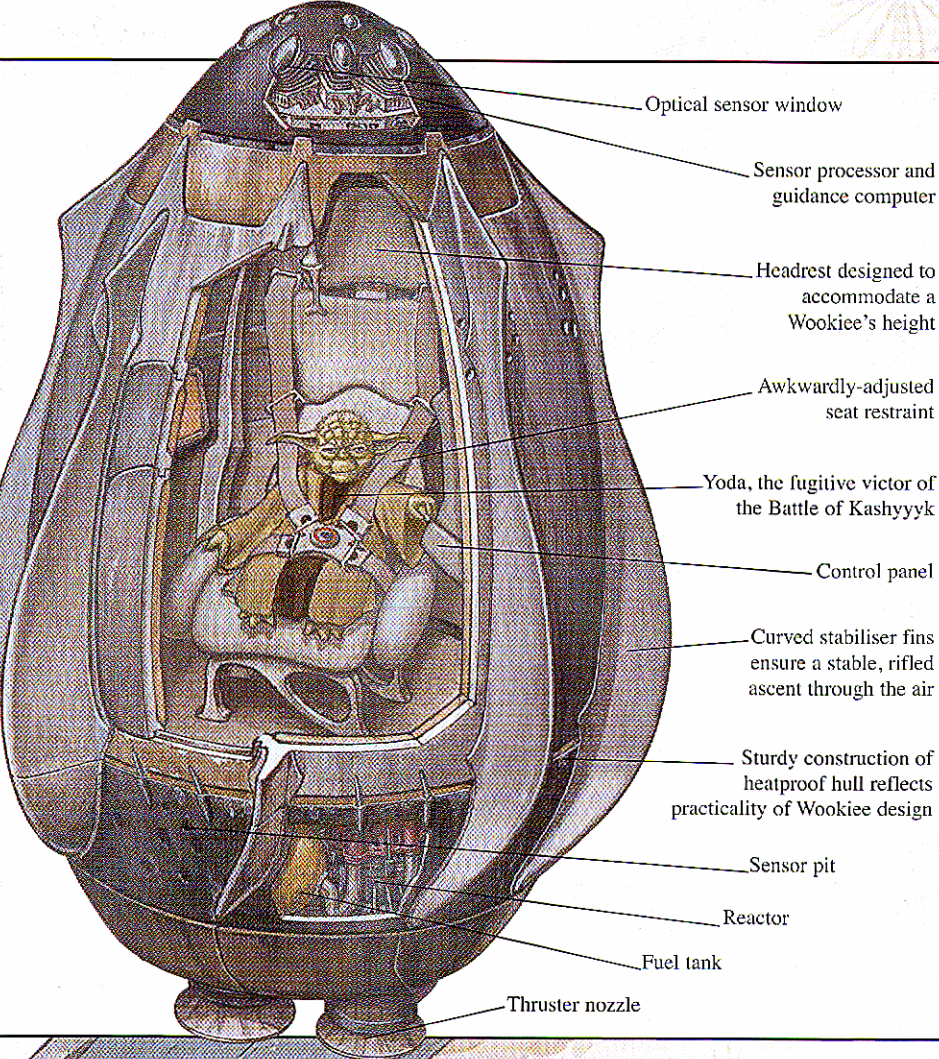


# YODA'S ESCAPE PODS

**A**N ESCAPE POD is designed for just one thing: to carry a living being away from danger as quickly as possible. These basic craft roar and shake through the air, propelled by simple ion engines, while the occupant's ride is smoothed by inertial compensators and anti-gravity fields. In his escape from the forces of Emperor Palpatine's newly formed Galactic Empire, Jedi Master Yoda resorts to these devices twice in the space of one week. Yoda's first pod is a simple, Wookiee-made vessel that lifts him away from danger on Kashyyyk. His second craft, which carries him into exile on Dagobah, is a more sophisticated lander from Polis Massa. The pod can guide itself to an upright landing and touch down on its four folding legs.

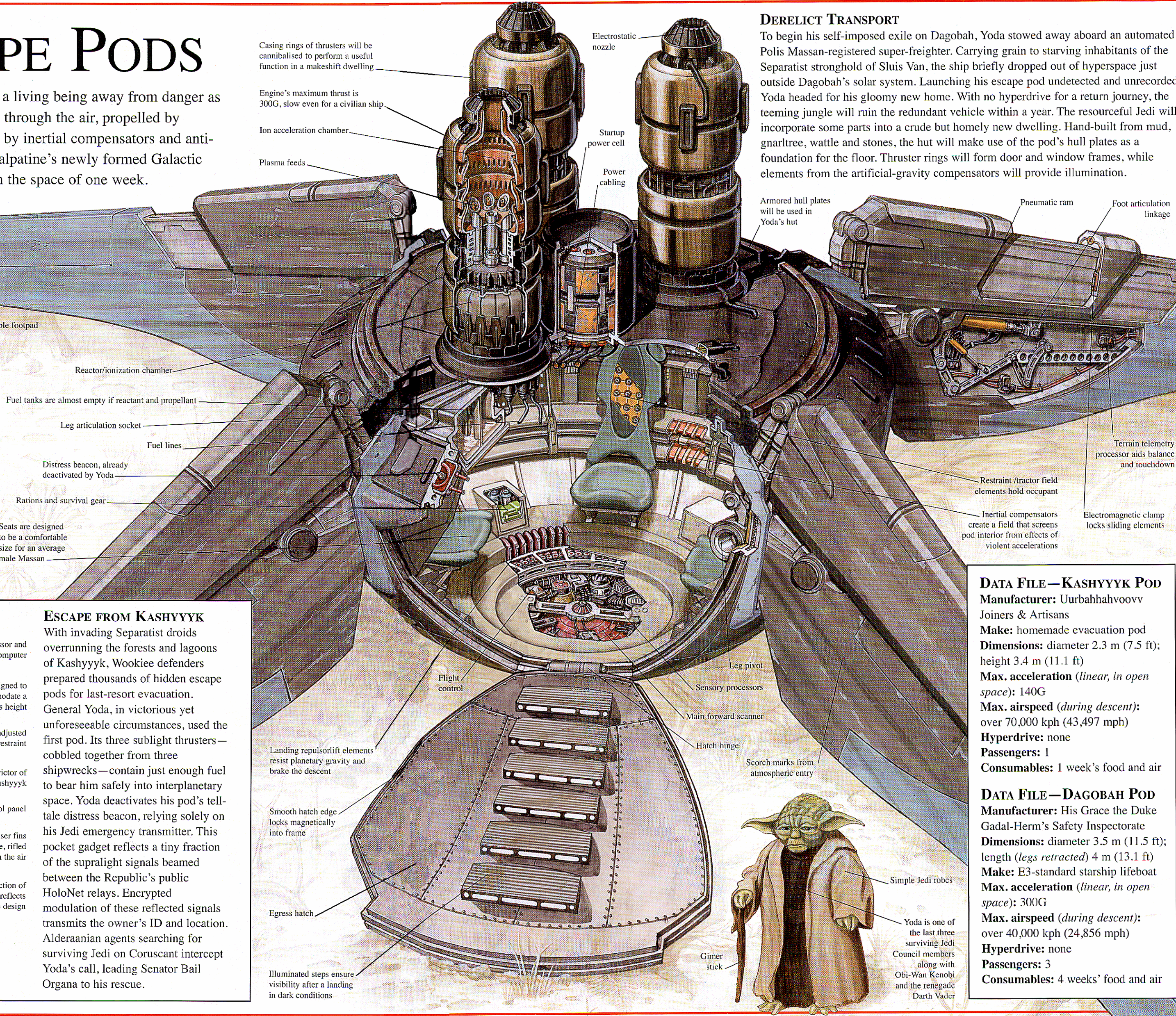
## A HIDDEN SANCTUARY

After discovering the disappearance of the planet Kamino from Jedi navigational charts at the beginning of the Clone Wars, Yoda discreetly scanned for other gaps. Throughout the entire galaxy, he detected 37 more "missing" star systems. He found amazing strategic resources in some, while he met fiendish foes in others. With the dark side of the Force ever more pervasive, Yoda chose to keep one lost planet, Dagobah, as his private secret. In so doing, he was able to out-manipulate the phantom menace responsible for deleting the Jedi files. By adopting Dagobah as his hiding place, Yoda now awaits a new hope for the galaxy in safe, if lonely, isolation.



## ESCAPE FROM KASHYYYK

With invading Separatist droids overrunning the forests and lagoons of Kashyyyk, Wookiee defenders prepared thousands of hidden escape pods for last-resort evacuation. General Yoda, in victorious yet unforeseeable circumstances, used the first pod. Its three sublight thrusters—cobbed together from three shipwrecks—contain just enough fuel to bear him safely into interplanetary space. Yoda deactivates his pod's tell-tale distress beacon, relying solely on his Jedi emergency transmitter. This pocket gadget reflects a tiny fraction of the supralight signals beamed between the Republic's public HoloNet relays. Encrypted modulation of these reflected signals transmits the owner's ID and location. Alderaanian agents searching for surviving Jedi on Coruscant intercept Yoda's call, leading Senator Bail Organa to his rescue.



## DERELICT TRANSPORT

To begin his self-imposed exile on Dagobah, Yoda stowed away aboard an automated Polis Massan-registered super-freighter. Carrying grain to starving inhabitants of the Separatist stronghold of Sluis Van, the ship briefly dropped out of hyperspace just outside Dagobah's solar system. Launching his escape pod undetected and unrecorded, Yoda headed for his gloomy new home. With no hyperdrive for a return journey, the teeming jungle will ruin the redundant vehicle within a year. The resourceful Jedi will incorporate some parts into a crude but homely new dwelling. Hand-built from mud, gnarltree, wattle and stones, the hut will make use of the pod's hull plates as a foundation for the floor. Thruster rings will form door and window frames, while elements from the artificial-gravity compensators will provide illumination.

## DATA FILE—KASHYYYK POD

**Manufacturer:** Urbahhahvoovv Joiners & Artisans  
**Make:** homemade evacuation pod  
**Dimensions:** diameter 2.3 m (7.5 ft); height 3.4 m (11.1 ft)  
**Max. acceleration (linear, in open space):** 140G  
**Max. airspeed (during descent):** over 70,000 kph (43,497 mph)  
**Hyperdrive:** none  
**Passengers:** 1  
**Consumables:** 1 week's food and air

## DATA FILE—DAGOBAH POD

**Manufacturer:** His Grace the Duke Gadal-Herm's Safety Inspectorate  
**Dimensions:** diameter 3.5 m (11.5 ft); length (legs retracted) 4 m (13.1 ft)  
**Make:** E3-standard starship lifeboat  
**Max. acceleration (linear, in open space):** 300G  
**Max. airspeed (during descent):** over 40,000 kph (24,856 mph)  
**Hyperdrive:** none  
**Passengers:** 3  
**Consumables:** 4 weeks' food and air





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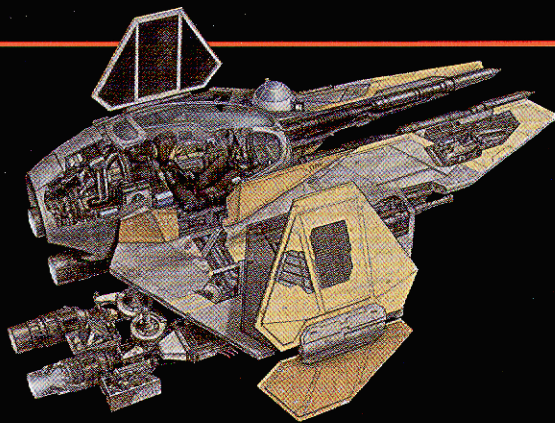
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